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Blast Corps

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GAMEPRO

issue 102

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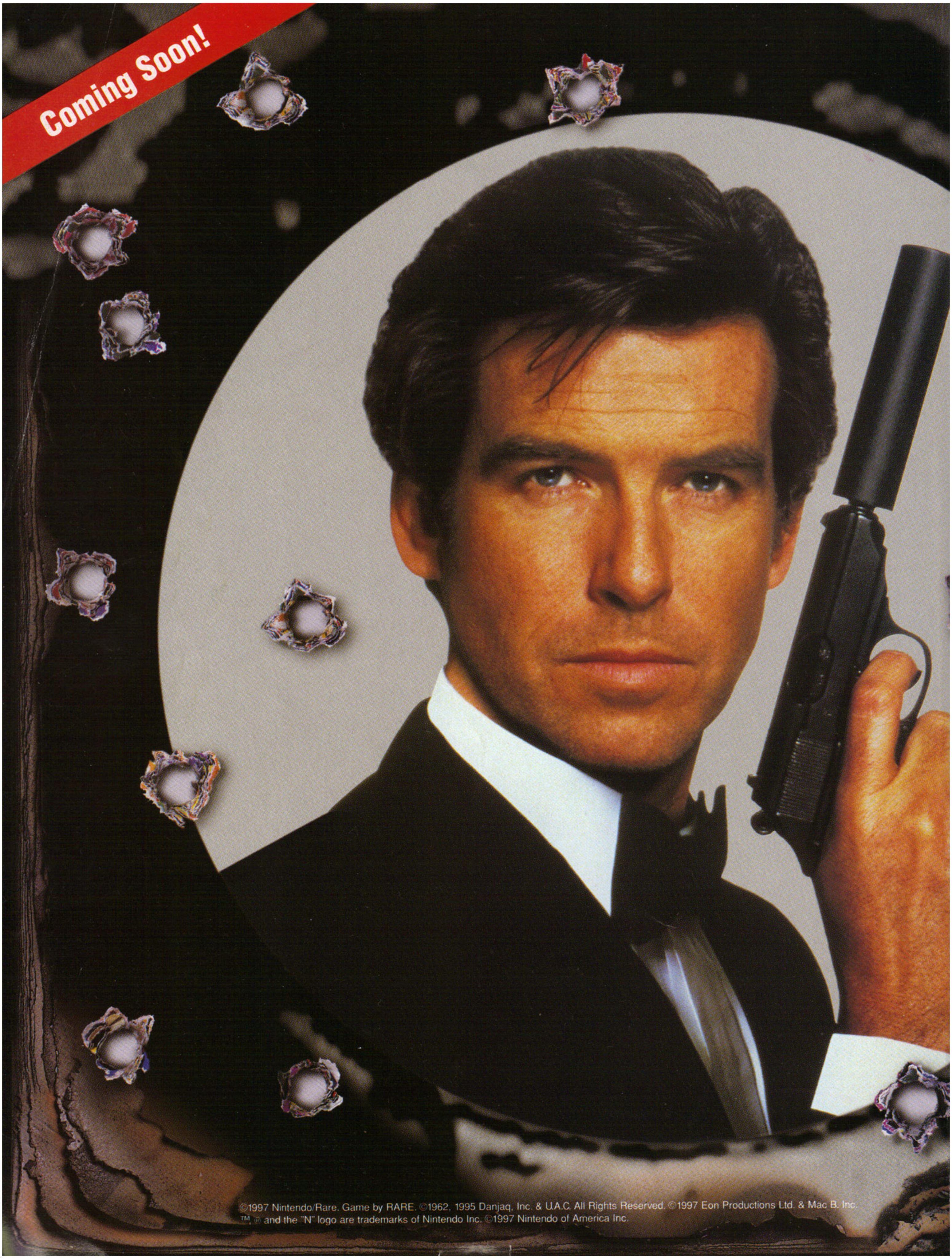
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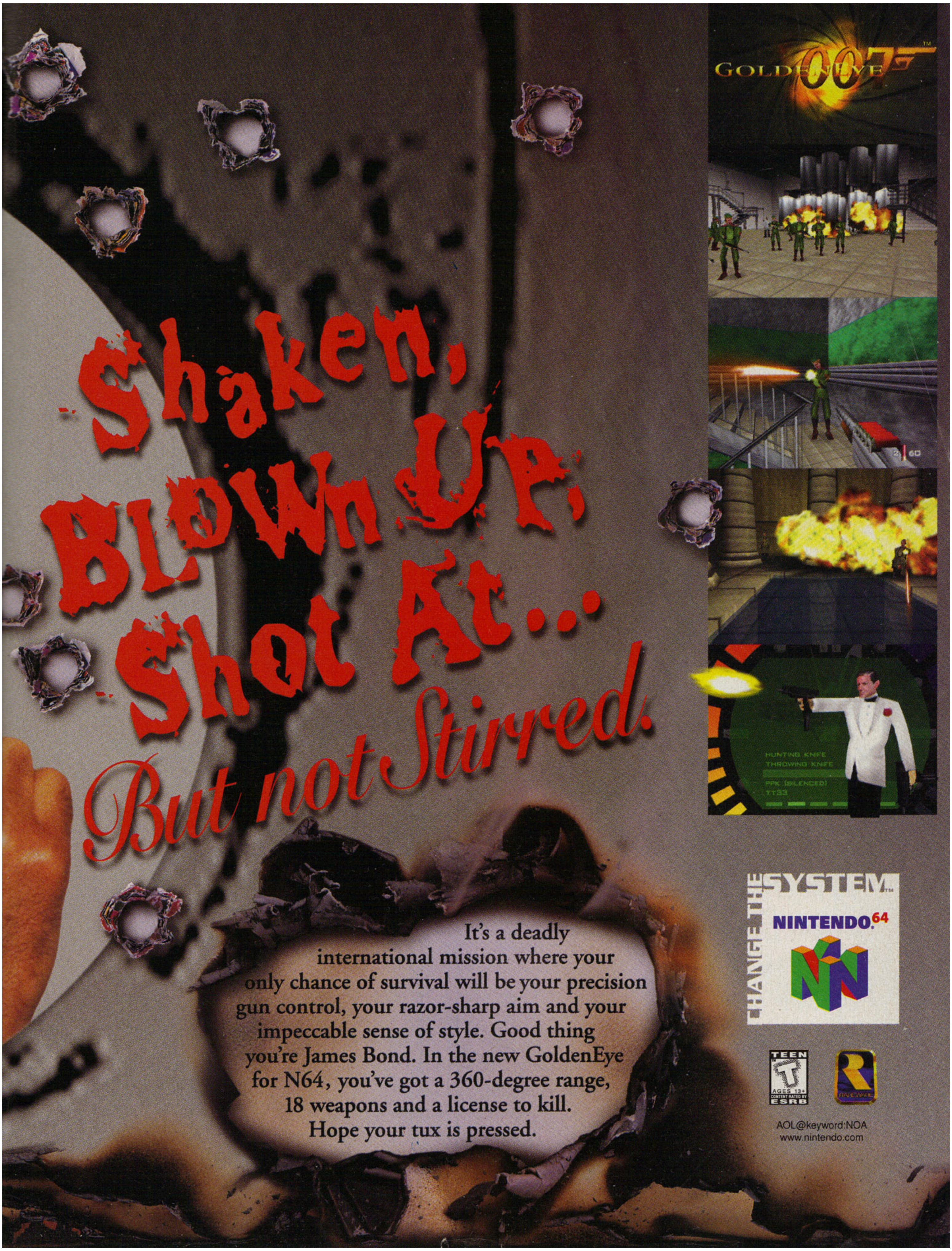
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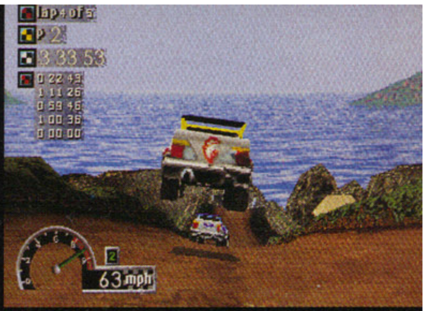
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3 33 53
0 22 43
1 11 26
0 59 46
1 00 36
0 00 00
2
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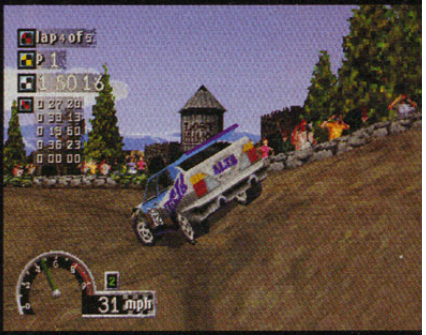
lap 4 of 5
P 1
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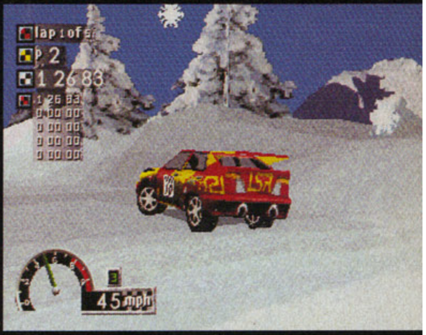
0 27 20
0 39 13
0 19 60
0 36 23
0 00 00
2
31 mph


lap 1 of 5
P 2
1 26 83
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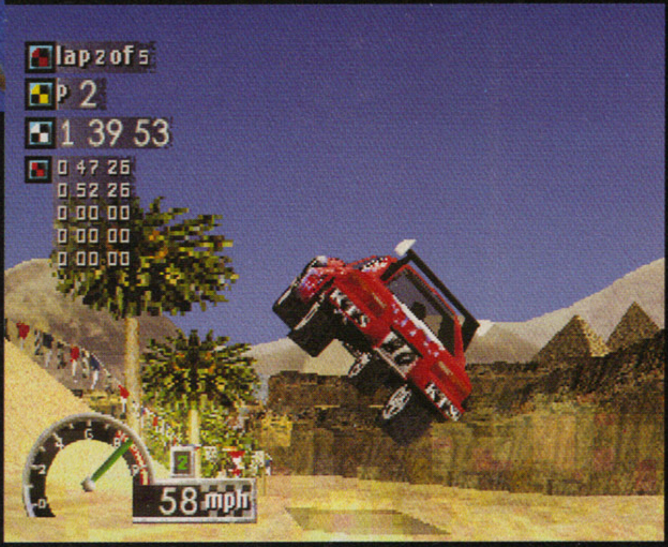
0 00 00
3
45 mph


lap 2 of 5
P 2
1 39 53
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0 52 26
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0 00 00
2
58 mph

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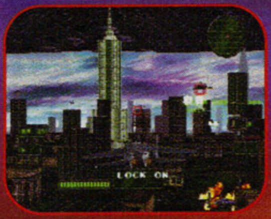

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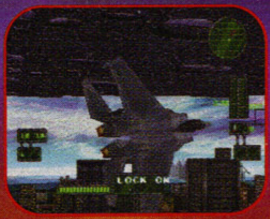

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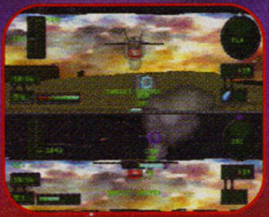

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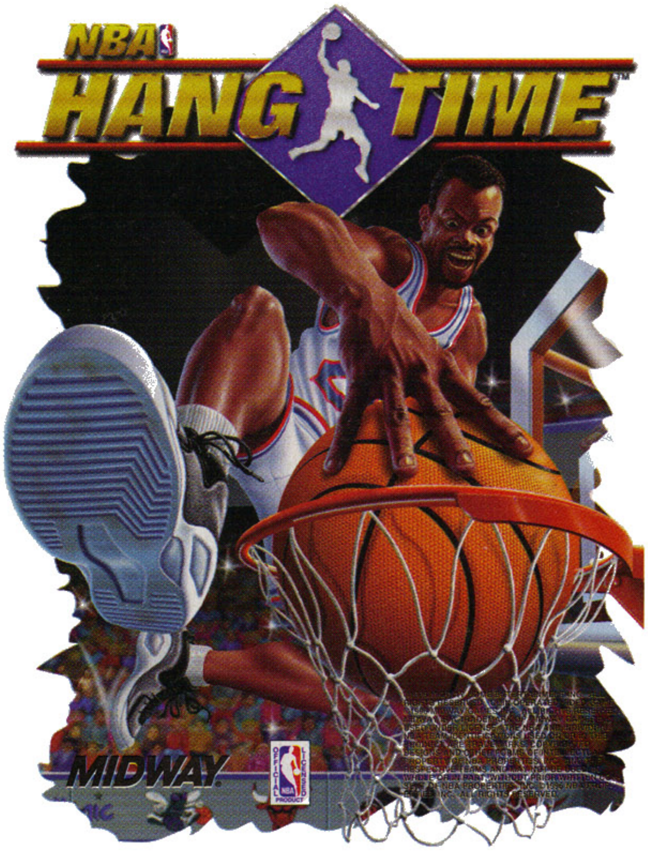

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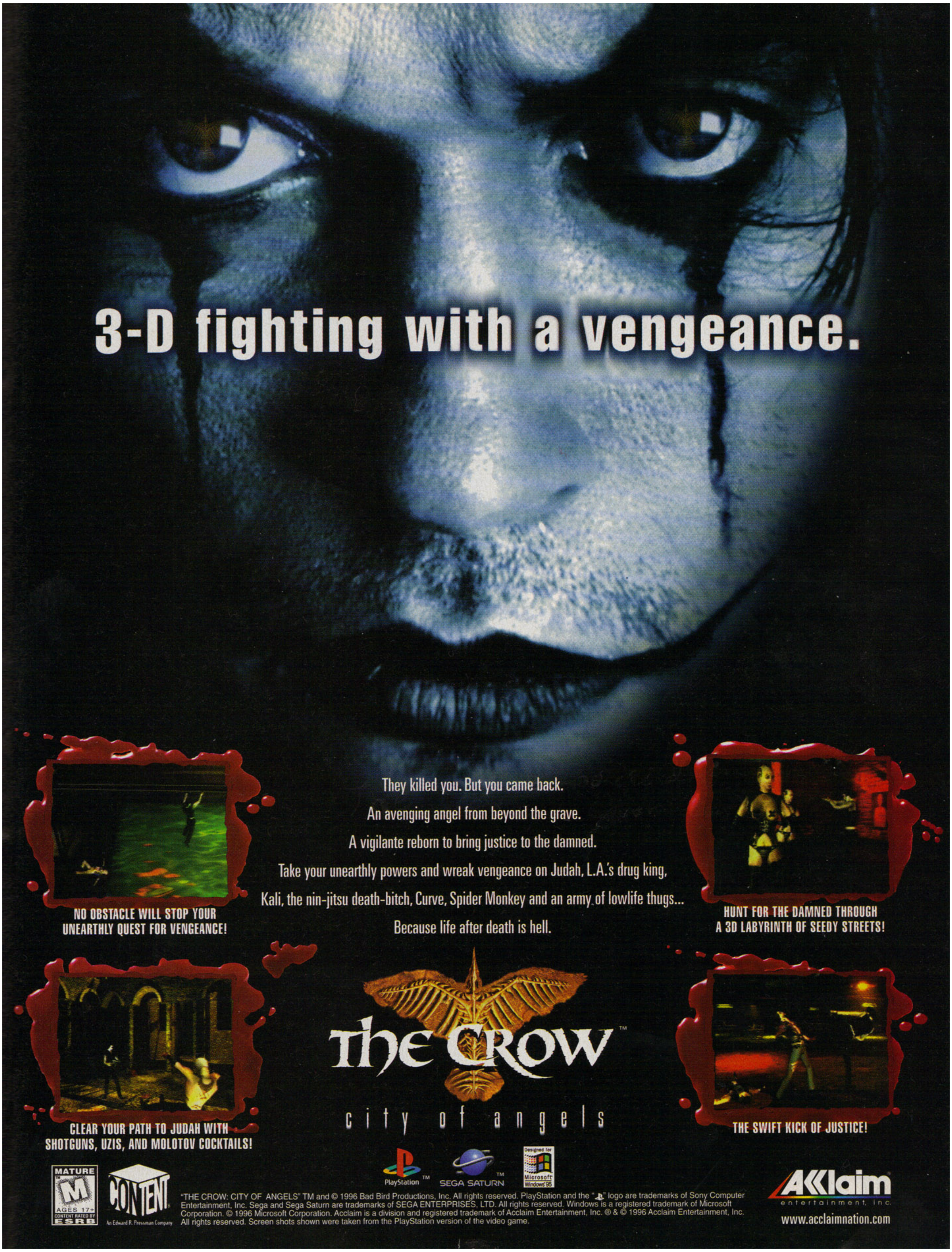

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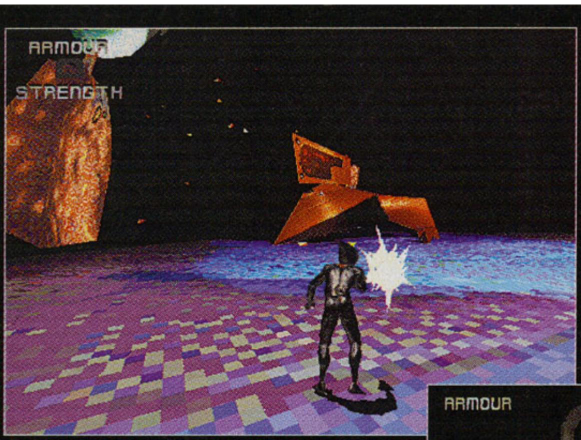

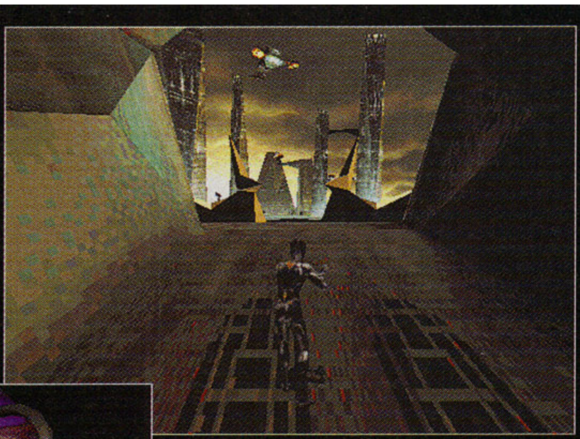

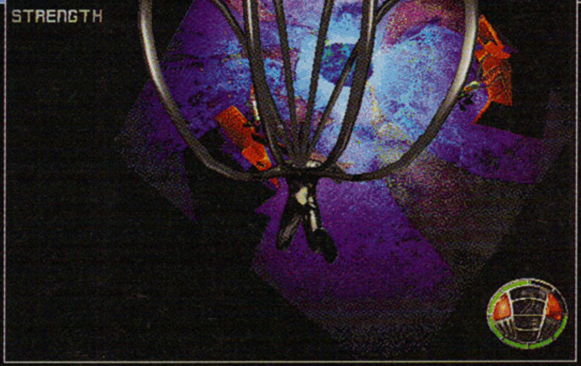

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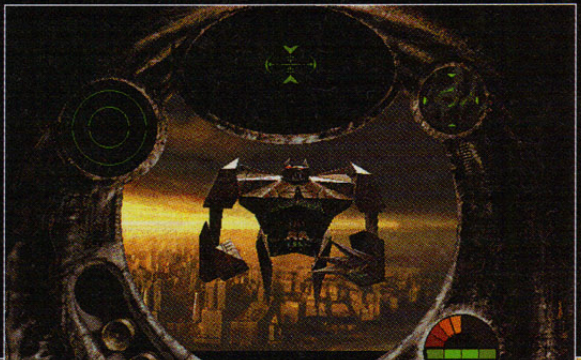

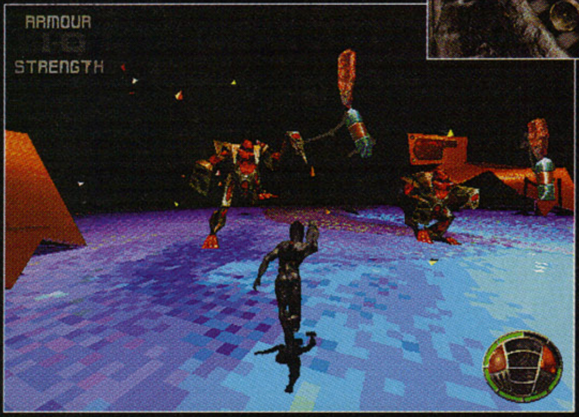

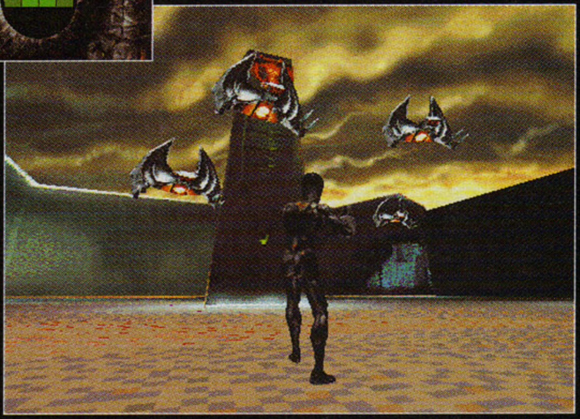

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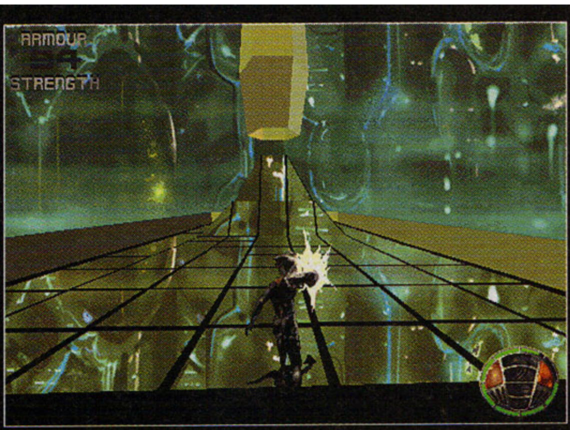

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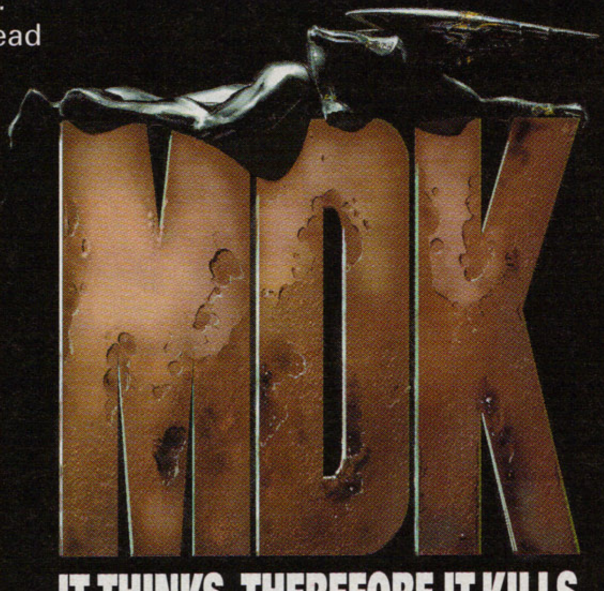

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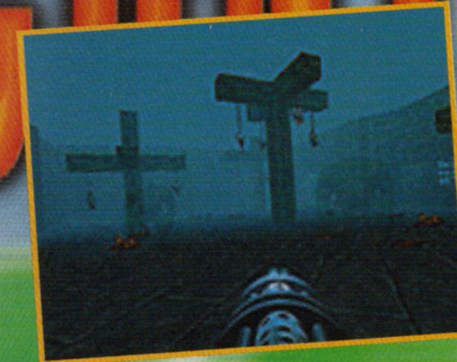

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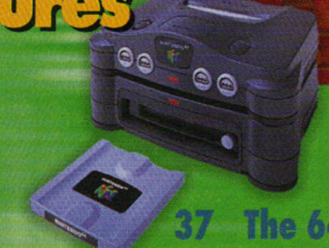

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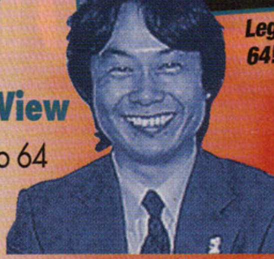

What does master games designer Shigeru Miyamoto really think about the N64?

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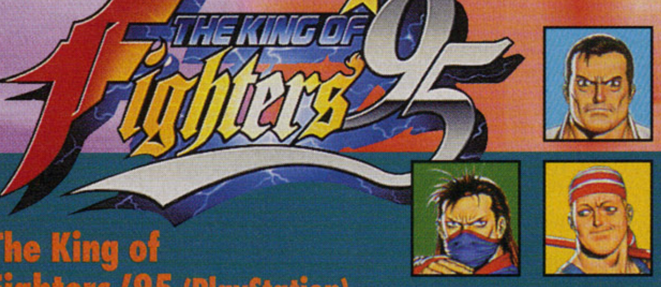
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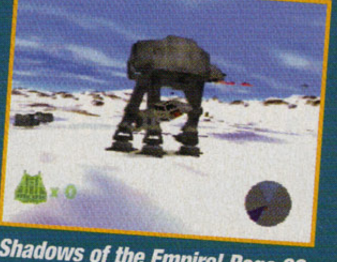

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ACTIVISION PRESENTS

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31ST CENTURY COMBAT

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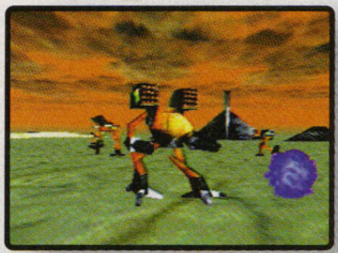
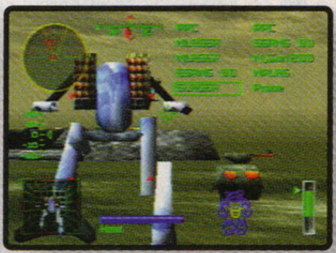
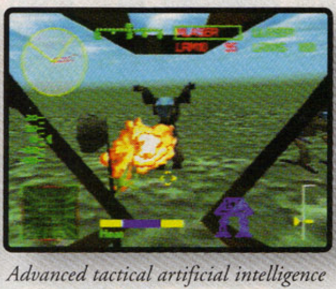


48 missions with awesome power-ups including Stealth and Invincibility!



Ultra-fast gameplay packed with lethal missiles and 'Mechs!



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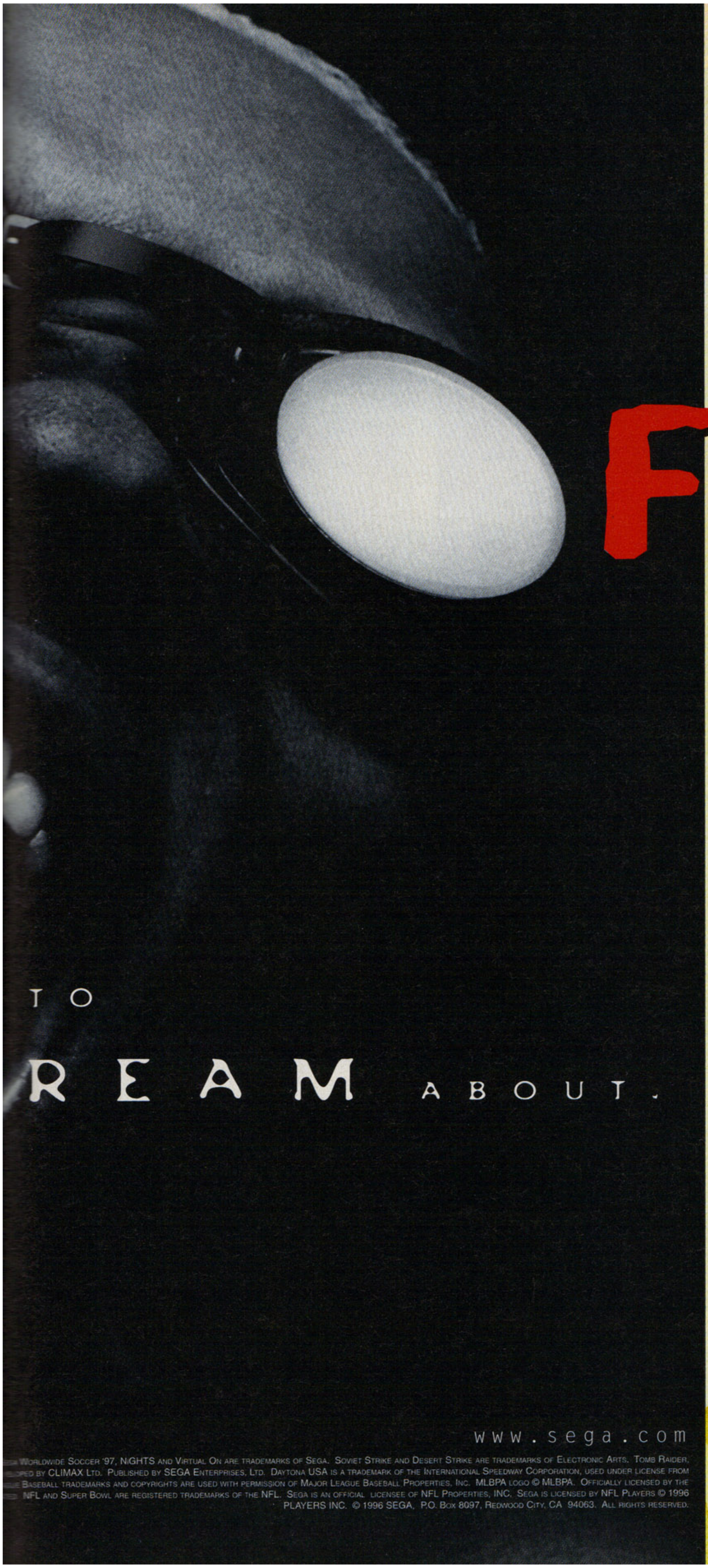

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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

WHEN GOOD COMMERCIALS GO BAD

What do presidential politics have to do with video game ads? Negativity doesn't work in either. Last November, the Republican presidential candidate and numerous Congressional candidates from both parties tried to resuscitate their losing campaigns with mudslinging attacks at their opponents. It didn't work. In several post-election polls, the voting public said negative ads that attacked candidates instead of addressing real issues were a real turnoff.

The same is true in the video game arena as well. Every so often Sega, Sony, or Nintendo will launch a new campaign that mocks the other companies and their systems. Does the image of a PlayStation being dropped out a window ring a bell? How about the words "Hey, plumber boy!"? These were among the sights and sounds of the negative pre-holiday commercials that readers complained about in their letters to us. Virtually every reader who wrote about these commercials, including Jeffrey Laporte in the letter shown at right, was offended by them. Why, the letters all asked, can't companies just point out the advantages of their own systems without insulting people who've bought other systems?

That's a good question. We can't answer it, but we can let all the companies know that you're wondering about it. We do know that the primary goal for these companies is to get you to buy their systems. The secondary goal is to at least get you to notice them, and by getting us all to talk about their commercials, they've already succeeded.

By the way, Jeffrey's claim that Nintendo has risen above such negative advertising is only partly true. Maybe Nintendo didn't roll around in the mud this past Christmas, but it has in the past. Remember the vicious SNES vs. Genesis wars of 1994? Check *GamePro* back issues such as May and October '94 for Nintendo's controversial ads that ripped the Genesis and its games. Often, it seems, when the competition gets tough, the tough get mean.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA

GAMEPRO READERS SPEAK OUT

SYSTEM WARS

I've had it with all the slanderous video game commercials on TV. Sega and Sony constantly insult Nintendo (and each other). My hat's off to Nintendo, which never seems to slam its competitors and just lets its system and games do the talking.

Jeffrey Laporte
Internet

Bro' Buzz replies:

You're addressing an issue that bothers many of our readers, Jeffrey. Read our adjacent "Letter from the GamePros" for a complete response.

What's happening with the Virtual Boy? Right after I bought one I saw that it dropped in price by $50! And there are only about six games for it. Has this system flopped big-time?

Paul Slater
Sebastopol, CA

Bonehead replies:

A sales disappointment from the moment it was released in August 1995, the Virtual Boy never did take off like Nintendo hoped. You're right about the small number of games—actually, we counted 14 (see "ProNews," February). Nintendo has no plans to make any more.

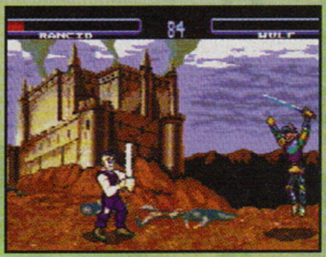
GAMES 'N' GEAR

Is T•HQ planning on making Time Killers for the PlayStation? It's sad seeing this awesome arcade game totally bomb on the Genesis.

John Salo
Kingsford, MI

Coach Kyle replies:

A T•HQ spokesperson told us all future Time Killers games have been killed. If you read the review, you'll know why (see ProReview, July '96). Time Killers for the Genesis was one of the most vilified games of the year.



With a 2.5 rating for Fun Factor, Time Killers was a time waster for fighting fans.

I've been playing Super Mario 64 on the Nintendo 64. The graphics are outstanding compared with anything I've ever seen before, but I notice the same old classical Mario-style music hasn't improved much. I think game companies are focusing too much on the advanced graphics and are getting lazy with the music. After all, nobody would ever go see a Bruce Willis movie with happy polka music playing as he blew someone away.

"JC"
Internet

Air Hendrix replies:

Nice imagery, JC. You're right, music often gets shunted to the background in favor of bolder graphics. However, we didn't think that was the case with Super Mario 64: The lush orchestrated music was perfectly appropriate for the gameplay, which was why we gave the sound a 5.0 (see ProReview, October '96).

I'm a huge fan of Myst. Are Robyn and Rand Miller, Myst's creators, working on Myst 2?

Kirk White
Suttons Bay, MI

The Feature Creature replies:

For over two years, the Miller brothers have been secretly working on Riven, a PC game that picks up Myst's story line. One of the most ambitious games in history (the production budget is five times what it was for Myst), Riven is due out from Broderbund this summer.

READER REPORT

Elsewhere in this issue (and on GamePro Online on AOL at keyword: GAMEPRO and on the Web at *http://www.gamepro.com*) is our ballot for the Readers' Choice Awards, which gives you the chance to vote on the best and worst video games of 1996. But first, your Reader Reporter wants to know what are your best and worst games of all time. Think of all the games you've played, then write down one nominee each as your best and worst games ever. Be sure to name the systems they're for. We'll give you the results in an upcoming Reader Report.

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Nine Lives
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COLUMBIA
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Art Attack

Pick of the Month

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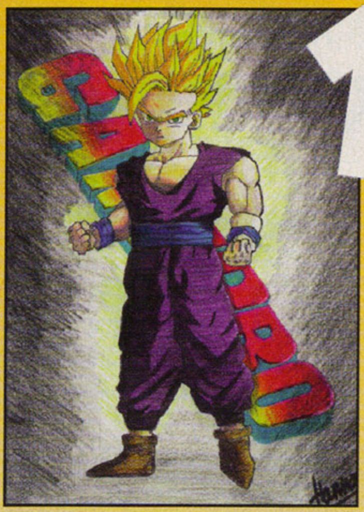
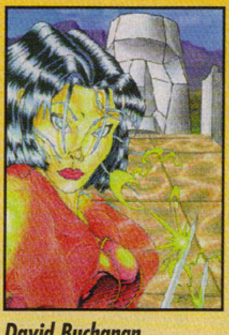
This month's winning artist will receive a GamePro T-shirt!

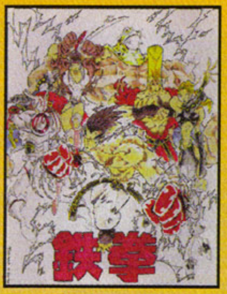


Hanna Chan
Toronto, Ontario, Canada

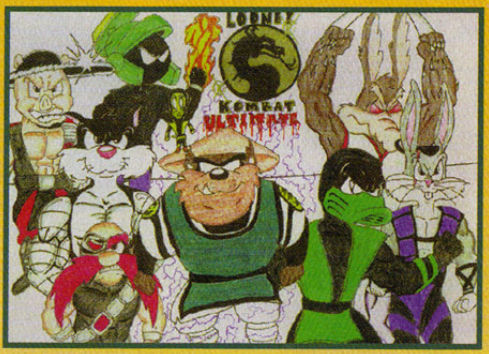
GamePro
video game warrior



David Buchanan
Hermitage, TN



Stan Tanaka
Chicago, IL



Brian Gallimore, Austin, TX

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@gamepro.com

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Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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Dear Editor
P.O. Box 5828
San Mateo, CA 94402

BUYERS BEWARE

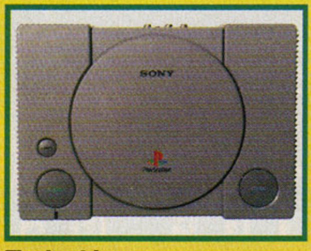
By The Watch Dog

They say March comes in like a lion and goes out like…a slightly warmer lion. Anyway, spring is in the air, so it's time for me to resolve a little of the March Madness that has plagued some unlucky consumers.

Q: I read on the Internet that it's dangerous to leave your PlayStation plugged in. Is this true? What happens if I leave it plugged in overnight by accident?

Anonymous, Lenexa, KS

A: **A Sony Customer Service rep says:** "The PlayStation draws a minimal amount of power anytime it's plugged in, even when the system is turned off. Prolonged heating isn't dangerous, but it will affect the longevity of the PlayStation's components, so we recommend that you unplug the PlayStation each night. While you're playing you should turn it off every few hours to give it a rest. If you leave the PlayStation on for extended periods, make sure it's not sitting on any heat-generating source such as a TV or VCR. We don't recommend keeping your system cool by pointing an electric fan at it, because the fan can blow dust and debris inside it."



The heat is on.

Q: I purchased Mortal Kombat 3 for the SNES, and the game locks up every time I reset it. I have to turn the game off and on several times when this happens. Has this been known to happen with other copies as well?

"Waga64" via Internet

WINS: 00
99
PRESS START
SINDEL
SHANG TSUNG
FIGHT!

MK3 without the freeze, please.

A: **A Williams Customer Service rep says:** "The game shouldn't freeze up like that. We haven't had any complaints about problems resetting MK3, so it sounds like you have a defective cartridge, which sometimes happens. We suggest you take it and your receipt back to the store where you bought it and hope that it's not too late to get a new game (that game's warranty expires after three months)."

E-mail us your product complaints through America Online
or at this Internet address:
buyers_beware.gamepro@gamepro.com

Q: I recently bought Power Move Pro Wrestling for the PlayStation. The sound skips and sometimes locks up as soon as I turn on my system. I had to exchange the game four times before I got one that worked. What's wrong?

Tommy Sortijas via Internet

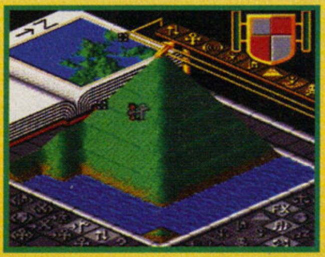
All the Power Moves, but none of the sounds.

A: **An Activision Customer Support rep says:** "We haven't had any reports of sound problems with that game. If you're loading the game while there's a memory card inserted in the system, it's possible that an incorrectly saved game on your memory card may be corrupting Power Move. We've heard of that happening.

"The other possibility is that the motor in your PlayStation is locking up. Try running the game briefly with the PlayStation on its side to take the weight off the motor (we don't advise doing this for a long time). We had another game that wasn't loading at all, but it worked fine on a sideways PlayStation, so we knew the motor wasn't able to support a CD and spin correctly at the same time. We kept the game and exchanged our PlayStation."

Q: I bought Populous for the Genesis, and when I turned it on all I got was a blank screen. I returned it to the store where I bought it and got my money back. A month later I bought the game again, and I still got a blank screen, so again I got a refund. Is there someone I can call for a working copy of this game?

Robert Tudisco



Popular Populous

A: **An Electronic Arts Customer Service rep replies:** "If you have a 32X attachment on top of your Genesis, disconnect it and plug the game into the normal Genesis cartridge slot. If you're still having problems finding a good copy of this game, try ordering it from Electronic Arts' Direct Sales Department at 800/245-4525."

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's *Buyers Beware*
P.O. Box 5828
San Mateo, CA 94402

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March 1997

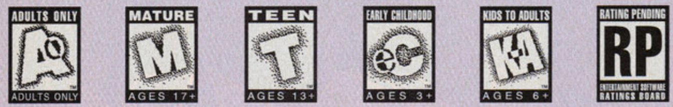
Congress Attacks Video Game Violence Again

Just when you thought it was safe to play a video game, two Congressmen have decided that the video game ratings system isn't working. In December, Senators Joe Lieberman (D-Connecticut) and Herb Kohl (D-Wisconsin) released findings of a new study by the National Institute on Media and the Family. The study began by praising the **Entertainment Software Ratings Board** (ESRB) ratings that now go on video games (thousands of video games now sport ESRB ratings such as Kids to Adults, Teen, and Mature). However, the study then roundly criticized video game retailers for their lax enforcement of those ratings. Random interviews conducted around the country indicate that many retail clerks don't know how the ratings work, nor do they restrict under-age kids from buying or renting games with Teen, Mature, or Adults Only ratings. Currently about 25 percent of all video games carry a Teen, Mature, or Adult Only rating.

Senators Lieberman (left) and Kohl are renewing the fight against video game violence.

The two senators didn't stop with home games. Companies that make arcade games were severely chastised for not rating their games at all. The study pointed out that ratings are especially important because violent fighting or shooting games are the biggest arcade hits, and few arcades have any policy in place that would restrict children from playing any game.

The American Amusement Machine Association (AAMA) admitted that most arcade games have no warning about their explicit content, but it also said that the majority of its games don't need any such warnings and are suitable for players of any age. *GamePro* will keep an eye on this issue to see what develops next.



Two senators are claiming that these ESRB ratings are being used ineffectively by retail clerks.

Supreme Court to Rule on Internet Censorship

Paralleling the renewed interest in video game violence is the renewed interest in Internet censorship. Last summer, Philadelphia's Federal District Court struck down the **Communications Decency Act** (CDA) as being unconstitutional. Had the CDA gone into effect, the government would have been empowered to dictate what can and cannot be posted on the Internet (see "ProNews," September '96).

However, just before Christmas the U.S. Supreme Court decided it would review the case and rule on whether the government can censor Internet materials it deems inappropriate for children. The case will be argued before the nation's highest court in March, and a decision is expected by July.

Legal eagles are calling this one of the most important First Amendment cases for the next century because it will determine freedom of speech on the Internet once and for all. President Clinton has already come down on the side of the CDA as a legitimate way for the government to protect children from the pornography that is widely disseminated on the Internet.

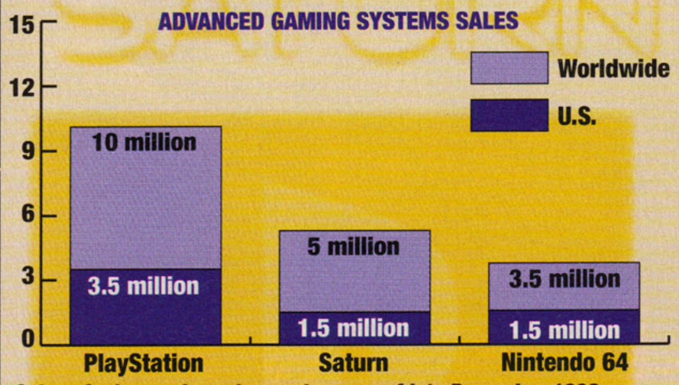
Companies Trying to Nail Video Game Pirates

The video game industry's ongoing war against piracy escalated to another level in December when three major software companies—**Sega,**

Inside Scoop

- Despite all the holiday hoopla about sales of the hard-to-find Nintendo 64, **Sony** wants everyone to remember exactly which next-gen system is number one in total sales. Late in 1996, the 15-month-old **PlayStation** hit the 10 million units sold plateau in global sales (over 3.5 million units in the U.S.).

Trying to generate some good news of its own, **Sega** claimed that its holiday **"Three Pack,"** a free bundling of Virtua Cop, Daytona USA, and Virtua Fighter 2 with the $199 Saturn, generated a sudden 400 to 500 percent increase in November and December sales, bringing the 20-month-old system's total worldwide sales to over 5 million and U.S. sales to around 1.5 million. The five-month-old **N64,** meanwhile, hit the 1.5 million mark in North America over Christmas and is closing in on having 2 million U.S. units sold by the end of March (over 3.5 million worldwide).



Sales of advanced gaming systems as of late December 1996

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PlayStation™

MEGA MAN
MEGA MYTH
MEGA LEGEND

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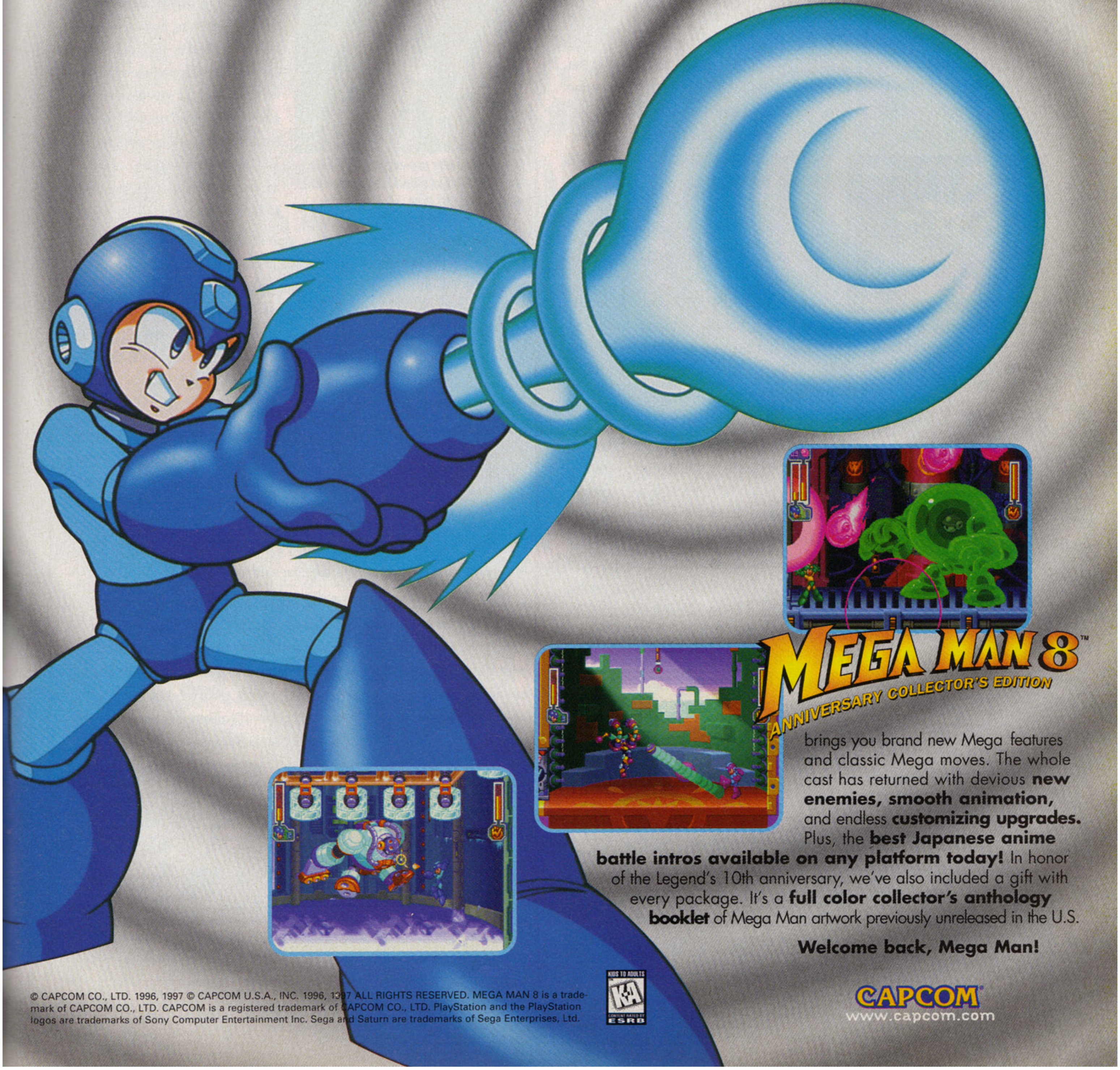

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Welcome back, Mega Man!

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KIDS TO ADULTS
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CONTENT RATED BY
ESRB

CAPCOM
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Sony, and **Koei**—teamed up to fight distributors and retailers of counterfeit software in Hong Kong. The companies jointly filed court documents naming 43 software piracy companies and seeking compensation from them for trademark and copyright violations.

According to lawyers for Sega, a syndicate of software pirates is responsible for about 90 percent of all games sold in Hong Kong. While Hong Kong is known as a center for software piracy, the syndicate's connections spread throughout Asia and into parts of South America.

Counterfeit games are usually sold for a fraction of the manufacturer's suggested retail price, but their quality is lower than a legitimate game's. They also aren't covered under a warranty and usually have no manual. Sales of counterfeit games adversely affect the whole industry by driving up retail prices, since software companies must compensate for their lost sales and must also cover the cost of investigating pirates and fighting them in court.

Data East Goes South?

Yet another long-time maker of video games has waved good-bye to the home market. **Data East,** the California-based company that made some three dozen sports and action titles, evidently closed up shop before last Christmas. At least that was the recorded message left behind by marketing manager Jay Malpas; repeated calls to Data East's offices have yielded no response ever since. Insiders suggest that the company may eventually reemerge in Seattle as a maker of coin-op games.

1600 HI 10000
1

No more data for a while from the company whose games spanned Joe & Mac for the SNES...

...and Creature Shock for the PlayStation.

In its heyday Data East was known for its wide variety of games for the arcades and for nearly every home system, including handhelds. The company's history goes back to the NES days of the Robocop games, Battle Chess, Al Unser Jr. Turbo Racing, and Bo Jackson Baseball. Its top 16-bit titles included Minnesota Fats, Captain America & the Avengers, the Joe & Mac games, Dragon's Lair, the RPG Shadowrun, and the head-to-head fighting game Fighter's History. The company's final 1996 offerings were the indifferently received Defcon 5 and Creature Shock for the 32-bit systems.

Data East's demise adds one more tombstone to the growing graveyard of defunct software companies. It's been a rough year for the industry, as updated in "ProNews" seemingly every month. Among the companies that have vanished from the video game scene, laid off a significant number of employees, or radically changed direction are Absolute, Acclaim, American Laser Games, Crystal Dynamics, JVC, Mindscape, and The 3DO Company. G

AOL WEB

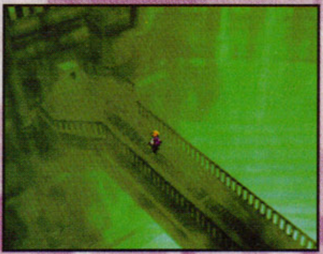
Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword *GAMEPRO* to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at *http://www.gamepro.com.*

News Bits

- Good news and bad news for upcoming **Nintendo 64** games: The good news is that film director **Steven Spielberg** is considering developing an N64 game. At least that's what Nintendo of America Chairman Howard Lincoln announced at a business meeting in December. The bad news is that more N64 games are being delayed. **Robotech: Crystal Dreams,** GameTek's good-looking space shooter based on the 1980s cartoon series, was originally planned for a December '96 release, but insiders say that a late spring '97 release seems more likely.

- What's going to be the hottest new **PlayStation** game of early '97? Now that Resident Evil 2 has been bumped to late summer (see "ProNews," February), **Final Fantasy VII** may be this spring's most eagerly awaited game. Before Christmas, **Square of Japan** said that it had enough pre-orders for FFVII to suggest that over 3 million copies of the Japanese version of the game would be sold between the January 31 release date and the end of March. The game, which will come as a three-disc set, is expected to hit U.S. shores in late spring.



Based on early pre-orders, FFVII for the PlayStation should be one of the year's biggest hits.

- **Quake** fans should have some new seismic action rumbling across their PCs soon. **Activision** has announced that it will publish two new **Quake Mission Packs** for the hit first-person shooting game. The two Mission Packs are being developed by **Hipnotic Interactive** and **Rogue Entertainment** under the watchful eye of Quake creator **id Software,** which is serving as executive producer. Due imminently, the Mission Packs will bring 30 new levels, new weapons (such as lava nails), and new enemies (including a giant scorpion) to the Quake experience.

- **Sega** continues to find new uses for the **Saturn.** Having already developed the NetLink as a way to get on the Internet through the Saturn, now comes word from Japan that Sega and Nippon Telegraph and Telephone are working together on a **Saturn videophone.** The new device, an adapter with a microphone and a camera, will hook up with the Saturn, a TV, and a phone line so that users can watch each other on TV while they're talking on the phone. It should come out in Japan this summer with a $265 price tag.

- Hot on the heels of last month's announcement from Nintendo, **Sega** has also decided to bring new product to convenience stores in Japan. Whereas Nintendo is planning to install new downloading machines that will put games onto blank cartridges, Sega is going to develop new Saturn software that will be sold exclusively in the Japanese equivalent of America's 7-11s. The first CD, which will be called **Digital Dance Mix,** offers 3D animations as accompaniment to hit songs by Japanese pop star Namie Amuro.

- If you liked last year's *Ghost in the Shell* video, you might want to check out **Manga Video**'s latest offering. *Street Fighter II V* was originally released in Japan as a weekly TV series, but now three episodes have been compiled into one 70-minute VHS tape. *SF II V Volume 1* should hit stores in late February with two price tags: $20 for a dubbed version, $25 for subtitles.

SF II V Volume 1 ***reunites the familiar SFII brawlers.***

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HYPER Programmable 10 in 1
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Gamepad for Sony Playstation
GunZ™
ARCADE ACTION SHOOTER
For Sony Playstation
With AMMO

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"PsychoPad K.O.'s greatest strength lies in its move programming abilities."
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Compatible with all 3 major game platforms!

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PsychoPad JR.™
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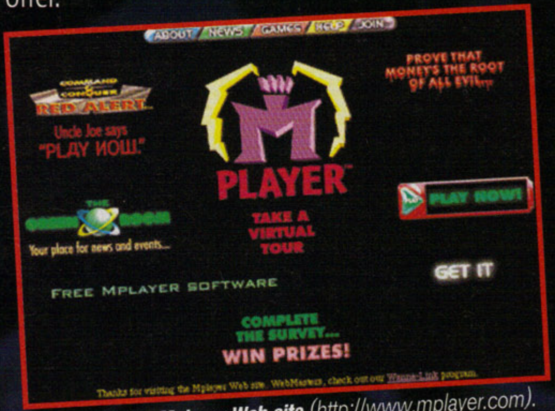
ACT Laboratory Ltd.

M PLAYER MADNESS

The ABCs of gaming on Mplayer, a new online gaming service for all ages.

By The Net Nut

Good news for online PC gamers: There's been a sudden rise in the number of online gaming services. TEN, Engage, and E-On are among the new services that offer multiplayer Internet gaming (for an overview of the top online gaming services, see "NetPro," January). Of all the new services, Mplayer *(http://www.mplayer.com)* may be the one that best serves both the novice and the hardcore gamer. There's so much to do, it could be called "Allplayer." Here's a rundown of what Mplayer has to offer.


ABOUT
NEWS
GAMES
HELP
JOIN
COMMAND & CONQUER RED ALERT
Uncle Joe says "PLAY NOW."
PROVE THAT MONEY'S THE ROOT OF ALL EVIL...
M PLAYER
THE GAMING ROOM
Your place for news and events...
TAKE A VIRTUAL TOUR
PLAY NOW!
GET IT
FREE MPLAYER SOFTWARE
COMPLETE THE SURVEY... WIN PRIZES!

Welcome to the Mplayer Web site *(http://www.mplayer.com).*

Mmmm Mmmm Good!

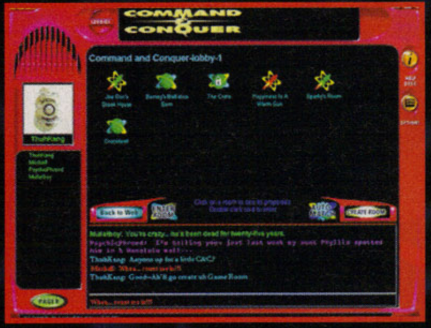
From its headquarters in California's Silicon Valley, Mpath Interactive launched Mplayer on the World Wide Web last summer so PC gamers across the country could square off in a variety of games. Mpath does not create games for its Mplayer service; rather, it's an intermediary that gives gamers arenas to play in, info to share, and new ways to communicate. Players either download games to play, or, as in the cases of Deadlock and Command & Conquer, they must have their own PC versions of the games. Log on to Mplayer, download software called game enablers, and, for a fee, you can play other gamers.

One of the hottest new Mplayer games is Command & Conquer: Red Alert. This combat strategy game matches you against Stalin's Soviet empire.

Mplayer tries to stand apart from the crowd of online gaming services. For one thing, it's friendlier than some other services. TEN *(http://www.ten.net)* has an edgy look and an attitude to match, which is fine for hardcore gamers who are over 18. Conversely, Mplayer welcomes gamers of all ages, which is why the chat rooms are monitored to limit profanity (unlike TEN's chat rooms). Appealing to adults and kids, Mplayer's Web site features a radio-like gadget with buttons to push. Think *The Jetsons.* Think a Web site for the masses.

Mgames and Mmore

Mplayer's game lineup has something for all tastes, from fast-n-furious shooters like Quake to family board games like Battleship. Add in strategy games like Star General and driving games like Big Red Racing, and you have a site for the whole family.



Each game has a lobby where gamers can hang out and chat before play begins.

Besides games, Mplayer has a huge gaming community to explore. In addition to special events like all-night game-athons and contests, Mplayer offers bulletin boards, game previews, and links to game-related sites. Then there is the "Mercenary of the Month," a member-nominated gamer who's a cut above the rest. Two Mplayer exclusives add to the fun: Scribbletalk, a shared drawing board that enables gamers to diagram strategies for each other; and voice chat, which enables players to actually talk to each other (providing they have microphones). The Mplayer community communicates.

Joining the Ranks

Becoming an Mplayer yourself is easy. Hit the Join button at the Web site's home page, download the Mplayer software (a process that takes under an hour), create an account using a credit card number, and then fill in your computer info. Mplayer offers four pricing plans, ranging from hourly fees of $1.95 to discounted annual fees of almost $300 for unlimited gameplay (see sidebar "Let's Make a Deal").

MechWarrior 2 puts you inside a rampaging battle-mech for some mech-to-mech combat.

Once you're signed up, you select a portrait for yourself. The hun-

shred the learning curve

GAMING HAS NEVER BEEN THIS EXTREME. PULL-OFF FLIPS, FAKIES, OLLIES AND MORE AS YOU SHRED YOUR WAY DOWN STELLAR ALPINE COURSES IN GLORIOUS 3-D WE KNOW YOUR PLAYSTATION™ GAME CONSOLE CAN TAKE IT ~ CAN YOU

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116km/h
40
117km/h

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KIDS TO ADULTS
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PlayStation™

SONY
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KIDS TO ADULTS
K-A
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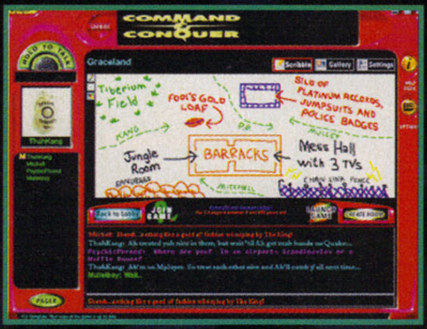
dreds of images include great pictures of monsters, fantasy characters, soldiers, animals, and even food products.

As a member, you can then access the Green Room, the main pregame area where news, member lists, and Web links are posted. Also look for access to the Red Room for bulletin boards and, more importantly, the game-select screen.

Lose Your Latency

The game-select screen enables gamers to jump into game rooms where other players are ready and waiting. However, if your modem speed isn't fast enough, you'll get into only those rooms appropriate for your connection's latency.

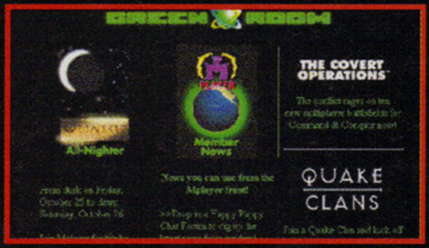
Latency is the hot topic among online gaming services. Latency is the time it takes for your computer to send and receive Internet information. Low latency is vital to shooting games like Quake, where any delay between the time you shoot and the moment of impact impedes the fun. Slower, turn-based games like Scrabble tolerate high-latency connections. Mplayer has already taken steps to eliminate many latency problems: With 204 servers across the country for instant access and with ultra-quick proprietary software, they're among the fastest of all the online gaming services.


COMMAND & CONQUER
Graceland
Scribble
Gallery
Settings
Tiberium Field
FOOL'S GOLD LOAF
SILO OF PLATINUM RECORDS, JUMPSUITS AND POLICE BADGES
Jungle Room
BARRACKS
Mess Hall with 3 TVs

Scribbletalk enables people in the game to draw pictures, maps, or write messages to each other.

If Mplayer tells you your latency isn't sufficient for the game room you want to enter, you can always create your own room. As room creator, you define who can play ("for experts only," perhaps), and you determine variables such as the difficulty level and team colors. Once you establish a room, only players with latencies similar to yours will be admitted.

Quake is the popular shooter that inspired Mplayer to create the Seismic Nation of Quake events.


GREEN ROOM
All-Nighter
Member News
THE COVERT OPERATIONS
QUAKE CLANS

The Green Room posts events and Mplayer news.

M-azing Mplayer

Friendly, fun, and family-oriented, Mplayer is at the forefront of the online gaming revolution.

Mplayer's future is just as bright as its present: Having merged with Catapult (makers of the X-Band modem) last year, all kinds of new gaming possibilities are being discussed, as are shooting games that will accommodate 32 players simultaneously (16 is the limit right now). For gamers, that "M" in Mplayer just might stand for mah-velous. **G**

Let's Make a Deal

Mplayer's four pricing plans:

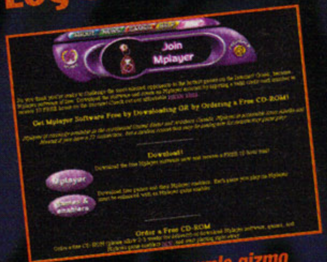
- Welcome: $9.95/month plus $1.95/hour after the first five free hours
- Moderate: $19.95/month in addition to $1.25/hour after the first 15 free hours
- Value: $29.95/month for unlimited use
- Super Value: $299.95 for 12 months of unlimited use

System Requirements

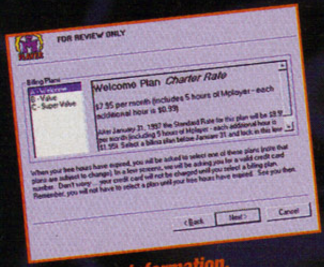
Mplayer requires you to have a PC that's up to these standards:

- Windows 95
- Pentium processor
- 8 MB of RAM (16 MB recommended)
- 16-bit sound card supported by Windows 95
- Minimum 14.4 kbps modem (or a direct Internet connection)
- Internet service provider account (AOL, CompuServe, and Prodigy are not yet eligible)

Log On


Join Mplayer
Get Mplayer Software Free by Downloading OR by Ordering a Free CD-ROM!
Download!
Order a Free CD-ROM

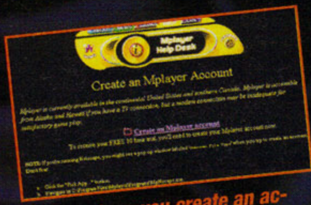
1. Hit Join on the purple gizmo at the top, and you'll reach this screen where you can access...


FOR REVIEW ONLY
Billing Plans
A - Welcome
B - Value
C - Super Value
< Back
Next >
Cancel

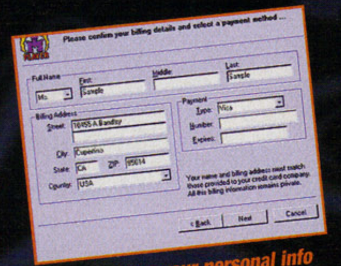
Welcome Plan *Charter Rate*

$7.95 per month (includes 5 hours of Mplayer - each additional hour is $0.99)

2. ...billing information.


Mplayer Help Desk
Create an Mplayer Account
Create an Mplayer account

3. From there you create an account...


Please confirm your billing details and select a payment method ...
< Back
Next
Cancel

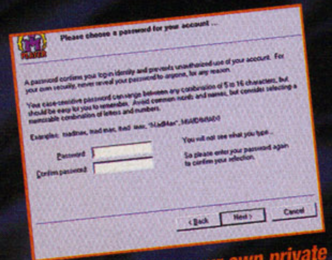
Full Name: Ms. First: Sample Middle: Last: Sample

Billing Address: Street: 16455 A Bandley City: Cupertino State: CA ZIP: 95014 Country: USA

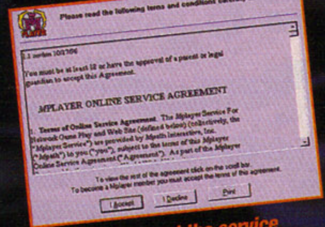
Payment: Type: Visa Number: Expires:

Your name and billing address must match those provided to your credit card company. All this billing information remains private.

4. ...providing your personal info and credit card number...


Please choose a password for your account ...
Password
Confirm password
< Back
Next >
Cancel

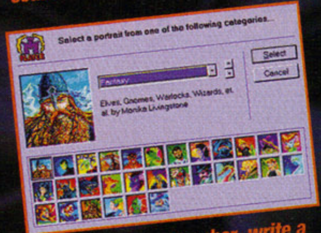
5. ...and creating your own private passwords.


Please read the following terms and conditions carefully ...
I Accept
I Decline
Print

You must be at least 18 or have the approval of a parent or legal guardian to accept this Agreement.

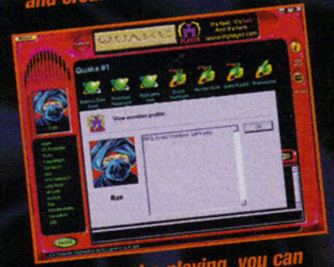
MPLAYER ONLINE SERVICE AGREEMENT

6. Be sure to read the service agreement, especially where it says gamers under 18 need a parent's permission to sign up.


Select a portrait from one of the following categories...
Fantasy
Select
Cancel

Elves, Gnomes, Warlocks, Wizards, et. al. by Monika Livingstone

7. Once you're a member, write a description of yourself and illustrate it with a portrait selected from hundreds of drawings.


QUAKE
Quake #1
It's fast. It's hot. And it's here. www.mplayer.com

8. While you're playing, you can check the profiles of other gamers.

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or at this Internet address:
comments.gamepro@gamepro.com

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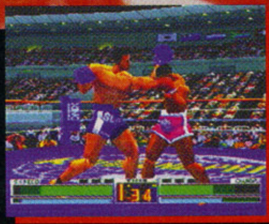
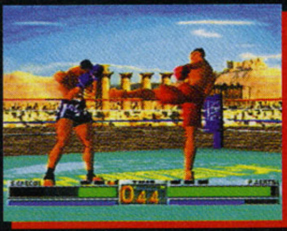
THE ARENA FIGHTERS™
"The most realistic fighting simulation on any platform!"
– Bill Kunkel, DieHard GameFan

- Eight real athletes, each with their own fighting style
- Stunning 3-D and 2-D arenas
- Four fighting modes: One Player, VS, Tournament, and Team Battle
- Sanctioned by K-1, the official international tournament fighting organization

Available February for PlayStation and Sega Saturn!





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GAMEPRO LABS

A Player's Guide to Power Peripherals

SPECIAL REPORT

By The Lab Rat

It's been a while since I've squeaked your way, faithful *GamePro* readers. The reason: I've been hard at work weeding out the bad peripherals from the good ones. Some stank like Limburger, but others, like the ones featured here, were as tasty as cheddar. We put the best to the test for you!

Sony Goes Psycho

Psychopad JR.
10 in 1
Gamepad for Sony PlayStation

A new programmable pad has hit the market for the PlayStation, and it's just a little psychotic. **The Psychopad Jr.** by **Act Labs** is a 10-move programmable pad that lets you set up buttons as macros, enabling you to tear off complex, multi-hit combos with a single press. The pad's ergonomic button setup follows the PSX standard, with the exception of a secondary directional pad (used as a macro switch to store even more moves). Programming the pad is more work than playing the game, so players unfamiliar with macro technology might just want to learn combos the old-fashioned way.

Whole Lotta Shakin' Goin' On

This one's cute, gimmicky—and actually kind of fun. When Atomic Dawg went to the Shoshinkai Show, he brought back a report of an N64 controller cartridge by **Nintendo** that shakes and vibrates in response to gameplay. It's called the **Jolting Pack** and apparently it makes you feel every face-smacking, car-crashing, bullet-thrashing effect in the game you're playing. It slides into the slot underneath the N64 controller (where the memory cartridge goes). The Dawg gives it the seal of approval for fun.

Get It On! Bang! A Gun

So you're blastin' away aliens in Area 51 or gunnin' down a few bad guys in Virtua Cop 2, and you notice that a few are gettin' away. We can't have that now, can we? Blast with authority and precision using a pair of new guns.

The first plastic pistol, named **Gunz,** is only the second licensed gun peripheral for the PlayStation. Its coolest feature is that it automatically reloads ammo (after 5, 10, or 15 shots are fired), which saves precious time and does not disrupt your aim. Manufactured by **Act Labs,** it's also available for the Saturn.

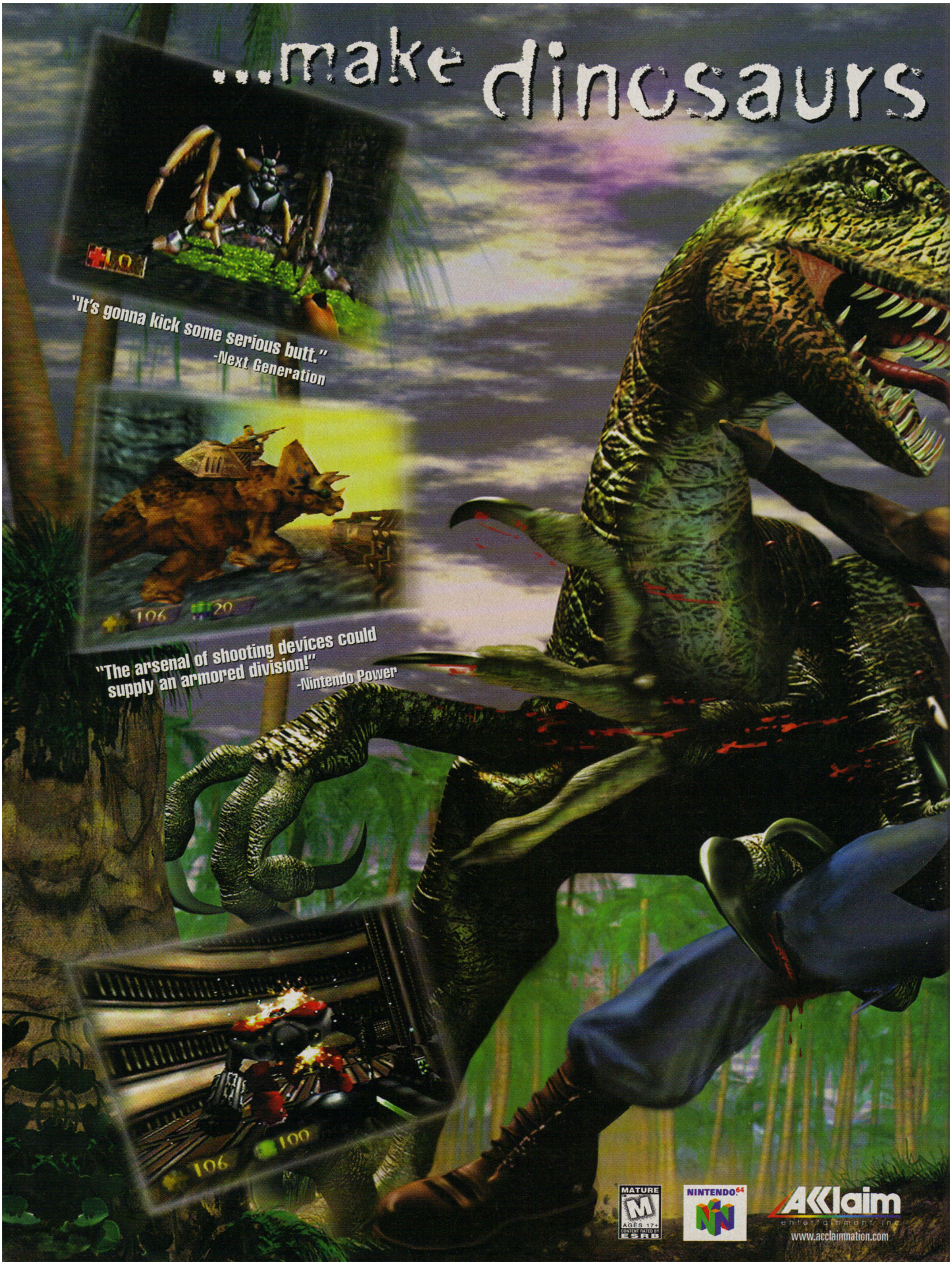
The second gun is the **Predator** by **Logic 3.** It comes packed with auto-fire, auto-reload, and an LED readout (for those who like to handle their pistol in the dark, like the Gun Nut). Its dual-end cable means you can use it with both the Saturn and the PlayStation.

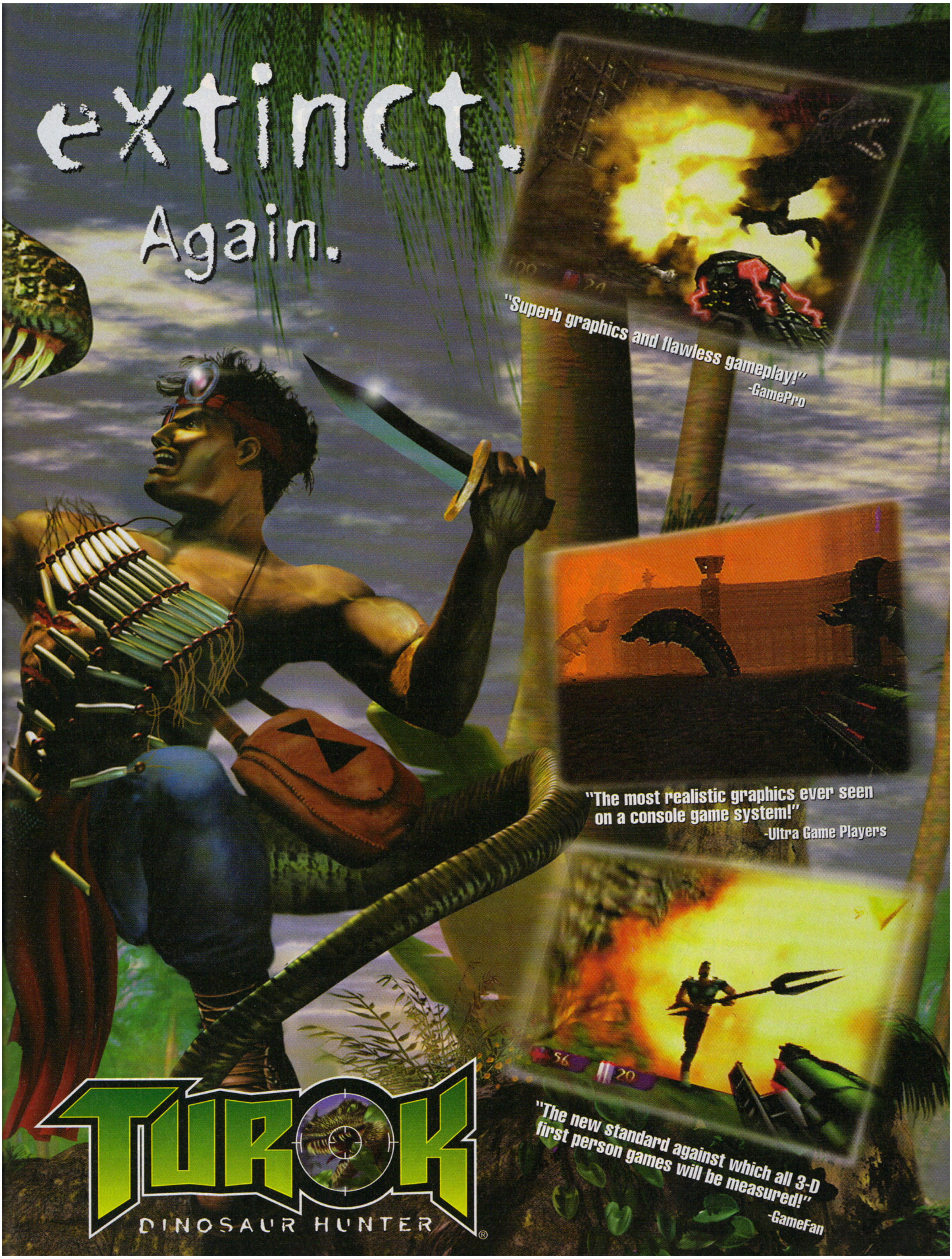
The Alps Adventure

It looks like a Batarang, but fear not, hardy PlayStation gameplayers. **The Gamepad** by **Alps Interactive** is anything but sinister. The cool, sleek design is actually very functional, with extra-long, rubber-coated handles for a sure grip and a responsive, thumb-friendly directional pad rather than the four buttons as on the stock PSX controller.

Some downsides are the closely spaced teardrop-shaped action buttons and the triggers, which seem more spread out than on the standard controller. Still, the Gamepad is ready to help gamers kick some butt—even if it's not in Gotham City.

200,000,000 years after the last dinosaur died...


...make dinosaurs
"It's gonna kick some serious butt."
-Next Generation
106
20
"The arsenal of shooting devices could supply an armored division!"
-Nintendo Power
106
100
MATURE
M
AGES 17+
CONTENT RATED BY ESRB
NINTENDO64
Acclaim
entertainment inc.
www.acclaimnation.com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-GameFan

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#3-97-N64

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	unlimited	TRICERATOPS
	unlimited	PTERODACTYLS
	unlimited	BIONOSAURS
	unlimited	DINOSOIDS
	unlimited	ANY LOST LAND-RELATED CROSS-BREED OR MUTATION OR MECHANICAL SAURIAN REPLICANT

ALL KILLS MUST BE TAGGED AND TABULATED WITH YOUR LOCAL SAURIAN CONTROL AGENCY.

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(must check one box)

☒ I am not prohibited by law from possessing multiple firearms and/or incendiary devices and/or lethal handheld weapons pursuant to Title 17, Section 64, Subsection 1.

☐ I have lost the right to possess multiple firearms and/or incendiary devices and/or lethal handheld weapons but have been issued a permit to possess said weaponry pursuant to Title 17, Section 64, Subsection 2 with respect to dire need.

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The Lost Land of Saurian Reptiles and Wildlife encourages you to hunt with care and reminds you to shoot first and detonate later.

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GAMEPRO Readers' CHOICE Awards '97

It's that time again. What time?

Time to WIN a free game!

It's the readers' turn to pick the best home games of 1996! The editors have selected nominees in 12 video game categories. **Vote for ONE game in each category**. You may also write in your own selections, but remember that only games that were released in 1996 are eligible. Then **mail your ballot to the address below by April 1, 1997**. Include your name, address, and phone number on the envelope. You can also **fax your ballot to us (415/349-8347)**, or **vote on GamePro Online** on the Web at ***http://www.gamepro.com*** or on AOL at keyword: ***gamepro***. (Vote only once, please, or you're disqualified.)

We'll announce the results in our July issue. From all the ballots we receive, we'll randomly select one winner of **any current home game for any current video game system**. We'll also draw 10 names that will receive **free *GamePro* T-shirts**. Ready? Set? Vote!

Readers' Choice Awards
GamePro Magazine
P.O. Box 5828, San Mateo, CA 94402

Best 32-Bit or 64-Bit Game

Best Action/Adventure Game

- ☐ Blood Omen: Legacy of Kain (PlayStation)
- ☐ Captain Quazar (3DO)
- ☐ Crash Bandicoot (PlayStation)
- ☐ Fade to Black (PlayStation)
- ☐ Nights (Saturn)
- ☐ Re-Loaded (PlayStation)
- ☐ Resident Evil (PlayStation)
- ☐ Star Wars: Shadows of the Empire (N64)
- ☐ Super Mario 64 (N64)
- ☐ Tomb Raider (PlayStation)

Best Fighting Game

- ☐ Fighting Vipers (Saturn)
- ☐ Killer Instinct Gold (N64)
- ☐ Mortal Kombat Trilogy (N64)
- ☐ Night Warriors: Darkstalkers' Revenge (Saturn)
- ☐ Primal Rage (PlayStation)
- ☐ Star Gladiator (PlayStation)
- ☐ Street Fighter Alpha 2 (PlayStation)
- ☐ Street Fighter Alpha 2 (Saturn)
- ☐ Tekken 2 (PlayStation)
- ☐ Virtua Fighter 2 (Saturn)
- ☐ Virtual On (Saturn)

Best First-Person Shooter

- ☐ Alien Trilogy (PlayStation)
- ☐ Area 51 (Saturn)
- ☐ Die Hard Trilogy (PlayStation)
- ☐ Disruptor (PlayStation)
- ☐ Final Doom (PlayStation)
- ☐ Jumping Flash 2 (PlayStation)
- ☐ PO'ed (PlayStation)
- ☐ Powerslave (Saturn)
- ☐ Project Horned Owl (PlayStation)
- ☐ Virtua Cop 2 (Saturn)

Best Racing Game

- ☐ Andretti Racing (PlayStation)
- ☐ Cruis'n USA (N64)
- ☐ Daytona USA (Saturn)
- ☐ Destruction Derby 2 (PlayStation)
- ☐ Formula 1 (PlayStation)
- ☐ The Need for Speed (Saturn)
- ☐ Ridge Racer Revolution (PlayStation)
- ☐ Sega Rally Championship (Saturn)
- ☐ Wave Race 64 (N64)
- ☐ Wipeout XL (PlayStation)

Best Sports Game

- ☐ FIFA Soccer '97 (PlayStation)
- ☐ International Track & Field (PlayStation)
- ☐ Madden NFL '97 (PlayStation)
- ☐ NBA Hang Time (N64)
- ☐ NBA Live '97 (PlayStation)
- ☐ NBA Shoot Out (PlayStation)
- ☐ NFL GameDay '97 (PlayStation)
- ☐ NHL Faceoff '97 (PlayStation)
- ☐ NHL Powerplay '96 (Saturn)
- ☐ Triple Play '97 (PlayStation)
- ☐ Wayne Gretzky's 3D Hockey (N64)
- ☐ World Series Baseball II (Saturn)

Best Vehicle Shooter (Flying or Driving)

- ☐ Black Dawn (PlayStation)
- ☐ Darius Gaiden (Saturn)
- ☐ Descent (PlayStation)
- ☐ Gun Griffon (Saturn)
- ☐ Panzer Dragoon Zwei II (Saturn)
- ☐ Return Fire (PlayStation)
- ☐ Shockwave Assault (PlayStation)
- ☐ Shockwave 2 (3DO)
- ☐ Soviet Strike (PlayStation)
- ☐ Twisted Metal 2 (PlayStation)

Best 16-Bit Games

Best Action/Adventure Game

- ☐ Boogerman (SNES)
- ☐ Donkey Kong Country 3 (SNES)
- ☐ Gargoyles (Genesis)
- ☐ Kirby Superstar (SNES)
- ☐ Maui Mallard (SNES)
- ☐ Sonic 3D Blast (Genesis)
- ☐ Tetris Attack (SNES)
- ☐ Toy Story (SNES)
- ☐ Vectorman 2 (Genesis)
- ☐ VR Troopers (Genesis)

Best Sports Game

- ☐ College Football USA '97 (Genesis)
- ☐ FIFA Soccer '97 Gold Edition (Genesis)
- ☐ International Superstar Soccer Deluxe (SNES)
- ☐ Ken Griffey Jr.'s Winning Run (SNES)
- ☐ Madden NFL '97 (Genesis)
- ☐ NFL Quarterback Club '96 (Genesis)
- ☐ NBA Live '97 (Genesis)
- ☐ NHL '97 (Genesis)
- ☐ Triple Play Gold Edition (Genesis)
- ☐ World Series Baseball '96 (Genesis)

Vote & Win

On Any System

Best Role-Playing Game

- ☐ Beyond the Beyond (PlayStation)
- ☐ Iron Storm (Saturn)
- ☐ King's Field II (PlayStation)
- ☐ Legend of Oasis (Saturn)
- ☐ Lufia II (SNES)
- ☐ Mystaria (Saturn)
- ☐ Revelations: Persona (PlayStation)
- ☐ Suikoden (PlayStation)
- ☐ Super Mario RPG (SNES)
- ☐ Tecmo's Deception (PlayStation)

Worst Game

- ☐ Aaahh!!! Real Monsters (SNES)
- ☐ Battle Arena Toshinden URA (Saturn)
- ☐ Battle Monsters (Saturn)
- ☐ Cutthroat Island (Genesis)
- ☐ Dragon: The Bruce Lee Story (SNES)
- ☐ The Hive (PlayStation)
- ☐ Iron & Blood (PlayStation)
- ☐ Lobo (Genesis)
- ☐ Revolution X (Genesis/SNES)
- ☐ Time Killers (Genesis)
- ☐ WWF Arcade (SNES)
- ☐ X-Perts (Genesis)

Best System

- ☐ Genesis
- ☐ Nintendo 64
- ☐ PlayStation
- ☐ Saturn
- ☐ Super NES

Systems Killed in 1996

Which Death Angered You Most?

- ☐ Jaguar/Jag CD
- ☐ Neo•Geo CD
- ☐ Sega CD
- ☐ Sega 32X/32X CD
- ☐ 3DO
- ☐ Virtual Boy

1997: The Year of the '64?

The Nintendo 64 was a major success story last Christmas. Now everybody wants to know what's next.

By Undercover Lover

Okay, you're one of the lucky ones who scored a Nintendo 64. But if you've gathered all 120 Stars in Super Mario 64 and found all the Challenge Points in Star Wars, what do you do now?

In January Nintendo of America proudly announced that 1.6 million Nintendo 64s had been sold in America with another 700,000 units ready for shipment between January and March 1997. But as of January only eight games were available for hot and hungry N64 gamers. Here's a look at what's coming up for the Nintendo 64, this year and into the future.

N64 Games in the U.S. (1996-97)

Here's a calendar checklist of N64 games, including a list of games in development.

Scheduled release/Title *(Publisher)*		Type of game
9/96	Super Mario 64 *(Nintendo)*	Action
9/96	Pilotwings 64 *(Nintendo)*	Flight sim/strategy
10/96	Mortal Kombat Trilogy *(Midway)*	Fighting
10/96	Wave Race 64 *(Nintendo)*	Jet ski racing
11/96	Killer Instinct Gold *(Nintendo)*	Fighting
11/96	Wayne Gretzky's 3D Hockey *(Midway)*	Hockey
12/96	Cruis'n USA *(Nintendo)*	Racing
12/96	Star Wars: Shadows of the Empire *(LucasArts)*	Action/adventure
1/97	NBA Hang Time *(Midway)*	Basketball
2/97	Mario Kart 64 *(Nintendo)*	Racing
3/97	Goldeneye 007 *(Nintendo)*	Action/adventure
3/97	Doom 64 *(Midway)*	Shooter
3/97	Turok: Dinosaur Hunter *(Acclaim)*	Shooter
3/97	FIFA Soccer 64 *(EA Sports)*	Soccer
3/97	Freak Boy *(Virgin)*	Action/adventure
4/97	Mission: Impossible *(Ocean)*	Action/adventure
4/97	Blast Corps *(Nintendo)*	Action
5/97	Major League Baseball Featuring Ken Griffey, Jr. *(Nintendo)*	Baseball
5/97	Kirby's Air Ride *(Nintendo)*	Action
5/97	Clayfighter Extreme *(Interplay)*	Fighting
5/97	Robotron X *(Midway)*	Action/strategy
6/97	Star Fox 64 *(Nintendo)*	Action/adventure
6/97	Robotech: Crystal Dreams *(GameTek)*	Action/adventure

N64 Games in Development

Title *(Publisher)*	Type of game
Body Harvest *(Nintendo)*	Action/adventure
Buggie Boogie *(Nintendo)*	Vehicle combat
Crazy Cars *(Titus)*	Racing
Creator *(Nintendo)*	Painting & animation
Dark Rift *(Vic Tokai)*	Fighting
Deadly Honor *(Tecmagik)*	Not available
Duke Nukem 3D *(GT Interactive)*	Shooter
F-Zero *(Nintendo)*	Racing
HED *(Ubi Soft)*	Action/adventure
Hexen 64 *(GT Interactive)*	Action
Lamborghini 64 *(Titus)*	Racing
Legend of Zelda 64 *(Nintendo)*	Action/adventure
Lode Runner 64 *(Banpresto)*	Action/puzzler
Earthbound *(Nintendo)*	RPG
Quake 64 *(GT Interactive)*	Shooter
Rev Limit *(Seta)*	Racing
Rotor Gunner *(Tecmagik)*	Not available
San Francisco Rush *(Atari Games)*	Racing
Sonic Wings Assault *(Paradigm)*	Jet combat
St. Andrews Golf *(Seta)*	Golf
Super Mario 64 — 2 *(Nintendo)*	Action/adventure
Tales of Phantasia *(Namco)*	RPG
Tetrisphere *(Nintendo)*	Puzzle
Top Gear Rally *(Kemco)*	Racing
Ultra Combat 64 *(Kemco)*	Helicopter combat
War Gods 64 *(Midway)*	Fighting
WCW Wrestling *(T•HQ)*	Wrestling
Yoshi's Island 64 *(Nintendo)*	Action/adventure

Games in Development in Japan

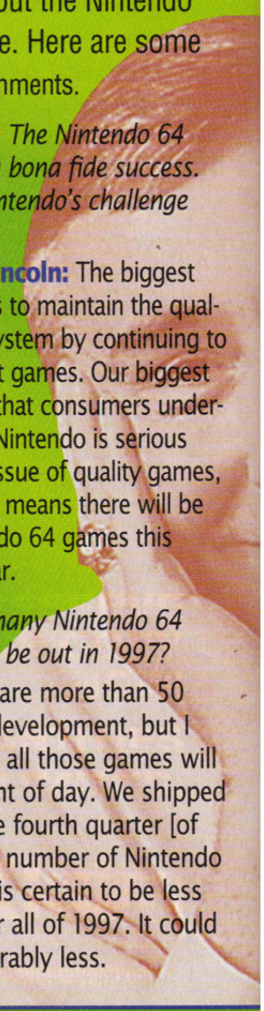
Here are some N64 games scheduled for release in Japan that just might be converted for American systems, too. Note that some Japanese games will be available for N64 before their American counterparts.

Scheduled release/Title *(Publisher)*		Type of game
12/96	Mario Kart 64 *(Nintendo)*	Racing
12/96	Blade and Barrel *(Kotobuki System)*	Helicopter combat
12/96	Grand Prix *(Human)*	Racing
1/97	Wild Choppers *(Seta)*	Helicopter combat
2/97	Rev Limit *(Seta)*	Racing
2/97	Virtual Pro Wrestling *(Asmik)*	Wrestling
3/97	Star Fox 64 *(Nintendo)*	Vehicle combat
3/97	Blastdozer *(Nintendo)*	Vehicle action
5/97	S.D.F. Macross *(Tomy)*	Jet combat

Also Due In '97

Title *(Publisher)*	Type of game
Bomberman 64 *(Hudson)*	Strategy
Brave Spirits *(Hudson)*	Wrestling
Chameleon Kid *(Nihon Supply System)*	Action/adventure
Dual Heroes *(Hudson)*	Fighting
J-League Perfect Striker *(Konami)*	Soccer
Mystical Ninja Goemon 64 *(Konami)*	Action/adventure
Powerful Pro Baseball 64 *(Konami)*	Baseball

Mr. Lincoln,



At Nintendo's Shoshinkai Show in Japan, Howard Lincoln, chairman of Nintendo of America, was optimistic about the Nintendo 64's future. Here are some of his comments.

***GamePro:** The Nintendo 64 launch is a bona fide success. What is Nintendo's challenge right now?*

Howard Lincoln: The biggest challenge is to maintain the quality of the system by continuing to create great games. Our biggest concern is that consumers understand that Nintendo is serious about the issue of quality games, even if that means there will be less Nintendo 64 games this coming year.

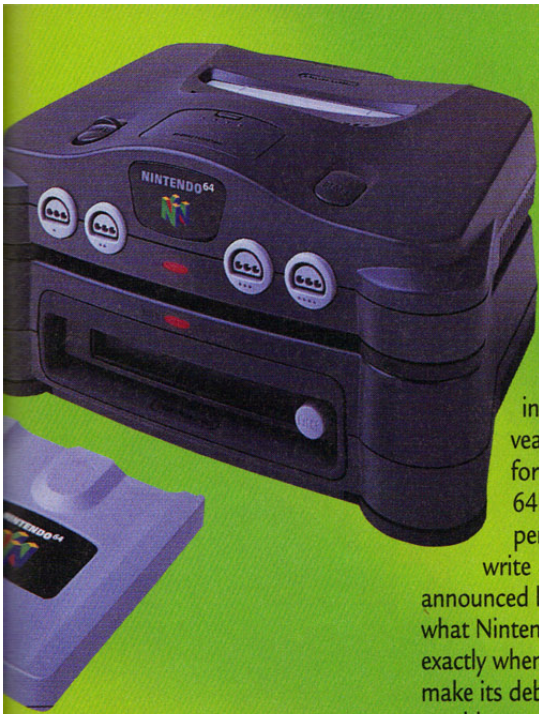
***GP:** How many Nintendo 64 games will be out in 1997?*

HL: There are more than 50 games in development, but I don't think all those games will see the light of day. We shipped eight in the fourth quarter [of 1996]. The number of Nintendo 64 games is certain to be less than 50 for all of 1997. It could be considerably less.

The 64DD Gets Real

Nintendo continues to push video game technology. How far can it go?

By The Whizz



At the '96 Shoshinkai Show in Japan, Nintendo revealed a little more information about the 64DD compact-disc peripheral with read/write capability that it announced last year. Of couse, what Nintendo didn't reveal was exactly when the 64DD would make its debut, how much it would cost, and exactly what games would be available for it. However, the 64DD will open up intriguing possibilities for advanced gaming.

Power Drive

The 64DD ("DD" simply stands for "disk drive") supports a removable CD cartridge that houses a custom-made 3.75-inch high-density magnetic disc, which is slightly larger than the standard 3.5-inch disc used by personal computers and other game consoles. According to Nintendo, the 64DD punches in a data transfer rate of .79 megabytes (MB) per second, which makes it equivalent to a 5.5X PC CD-ROM drive.

The drive connects to the "mystery" slot underneath the N64, so that the system unit seamlessly piggybacks it. The DD will draw all its power from the console, so there will (thankfully) be no separate power supply or power cord.

One 64DD disc provides about 64 MB of data storage space (roughly equivalent to 45 PC floppy disks). Of that, 32 MB is rewriteable. A standard CD-ROM for PCs, PlayStations, or Saturns can store up to 650 MB of data, but PlayStations and Saturns can't record and save data directly to the CD.

64DD Features

Price: Not available at press time

Availability: Not available at press time, but we speculate fourth quarter '97

Disk Drive: 3.75-inch CD-ROM

Data Storage: 64 MB (32MB rewriteable)

RAM Expansion: 2 MB cartridge using Rambus DRAM

Data Transfer Rate: 980 kilobytes/second

Disk Drive Seek Time: 75 milliseconds

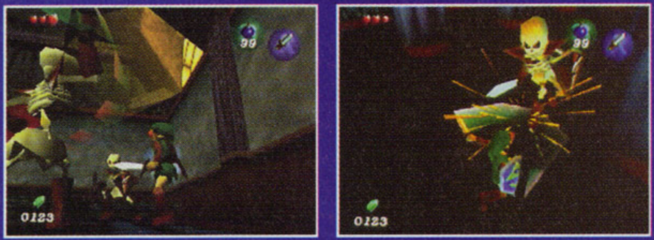
In addition to the CD drive, 64DD will add expandable memory to the N64. A 2 MB memory cartridge, which uses the same super-quick Rambus DRAM as the N64's main memory, will come bundled with the 64DD. The cart will plug into the slot located on the top front of the N64 to extend the N64's existing 4MB of system RAM.

Advanced Gaming

The 64DD will enable N64 gamers to create and store a hefty load of game data exactly like they would with a personal computer. Since the CD storage is removable, the 64DD can make game info available in an intriguing variety of ways: via cartridge, CD, and a combination of the two. For example, N64 sports gamers could purchase updated league data and adventure gamers could purchase new levels and scenarios rather than purchasing brand-new game carts every year.

Nintendo certainly leapfrogged the competition with the 64-bit N64. The 64DD could extend the distance. ■

Zelda 64DD



It's far too early to pin down 64DD games, but at the Shoshinkai Show two years ago, Nintendo President Hiroshi Yamauchi announced that Zelda 64 would support the 64DD. In fact, at Shoshinkai last November an early version of Zelda was present by way of a self-running video-tape demo. Although this project is above top-secret at Nintendo, the look was quite impressive.

Link looks and moves very much like Mario in Mario 64, although he wields a sword and a shield. The gameplay revealed similar adventure and strategy challenges, too, with what appeared to be multiple selectable camera views of the action. There should be (has to be!) familiar Zelda scenes and scenarios, and the demo displayed a brief encounter with the Triforce.

Other Games Reportedly Headed to 64DD Status:

Earthbound 64
Mario RPG 64
Super Mario 64 — 2

What's Next?

GP: *Given that there will be a great demand for N64 games, why is a time-tested winner like Super Mario Kart 64 coming out in Japan in December and not in the U.S. until February? Why the wait?*

HL: Mario Kart is a much more critical game for the Japanese market where there are fewer Nintendo 64 games available. Nintendo [of Japan] wanted to make sure the game was ready for December, the key selling season here. There are plenty of games available for the system in the U.S. It takes about a month or so to do the conversion.

GP: *What kind of impact will 64DD games have on the Nintendo 64, and will there be communications capability in that peripheral?*

HL: We haven't announced 64DD games, but we have developers around the world working on software for that system. The 64DD will come out in Japan and the U.S. sometime in 1997, but I can't be more specific right now. There has been discussion of a modem in 64DD here at Shoshinkai, and all I can say is that that will be a big attribute of 64DD.

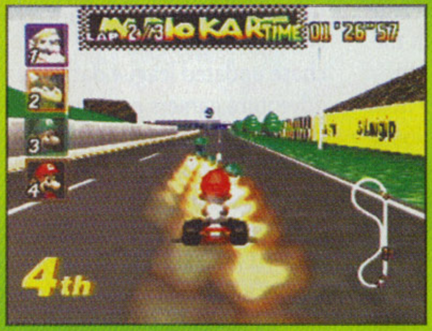
Nintendo 64 Previews!

MARIO KART
マリオカート64
DONKEY KONG
KOOPA
WARIO
MARIO
KINOPIO
LUIGI
PEACH
YOSHI

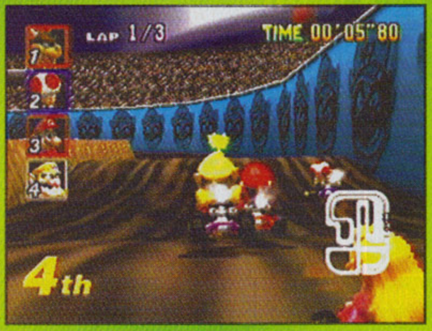
It looks like Mario's ready to ride another winner for a Nintendo 64 checkered flag. Mario Kart 64's just taking the first turn in the U.S., but game-starved Japanese gamers have been Kart racin' since December.

The Japanese version came bundled with a controller, but you'd better score two more because Kart counts a cool four-player mode among its many new features. Additionally, you get 20 tracks, 16 in the Mario Grand Prix and 4 in Battle Mode. Beautiful rendered 3D graphics bring the wacky raceways to life as you weave in between looming big rigs and buses or slide across icy plains. Also, the N64 controller once again takes center stage. You steer with the thumbstick and you fire off power-up items via the Z trigger.

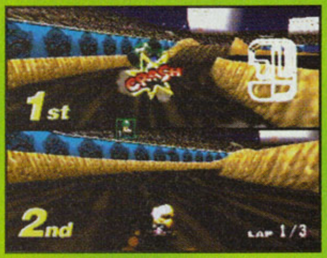
Mario Kart 64 looks like a hit just waiting to happen. Next issue, the GamePros put Kart through its paces.


MARIO KART
TIME 01'26"57
4th

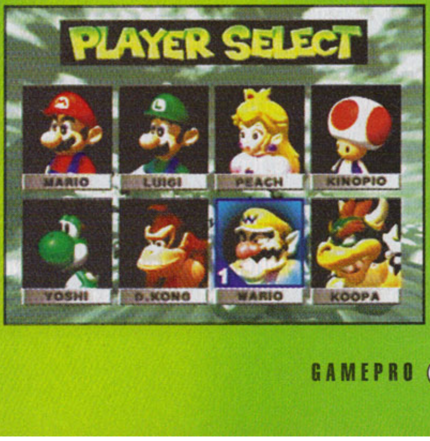
Mario Kart 64 looks like a winner just waiting for the green light.


LAP 1/3
TIME 00'05"80
4th

The go-cart racing visuals receive a great N64 upgrade.

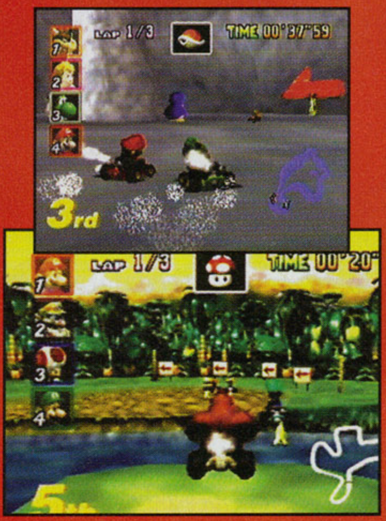

1st
2nd
LAP 1/3

Mario Kart veterans will also like the hot 150 CC skill level.


PLAYER SELECT
MARIO
LUIGI
PEACH
KINOPIO
YOSHI
D.KONG
WARIO
KOOPA

Wario joins Bowser and Donkey Kong as one of the heavy racers who likes to bang bumpers against Mario, Luigi, Princess Toadstool, Toad, and Yoshi.

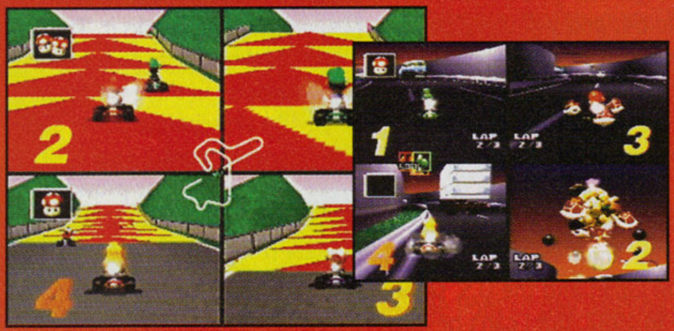
New Levels


LAP 1/3
TIME 00'37"59
3rd
LAP 1/3
TIME 00'20"

The Mario Grand Prix features 16 great-looking tracks set in four areas. There's an ice track set in a scene from Super Mario 64 that features belly-sliding penguins among its obstacles. You'll also race through space on a narrow-band track that's suspended in the cosmos.

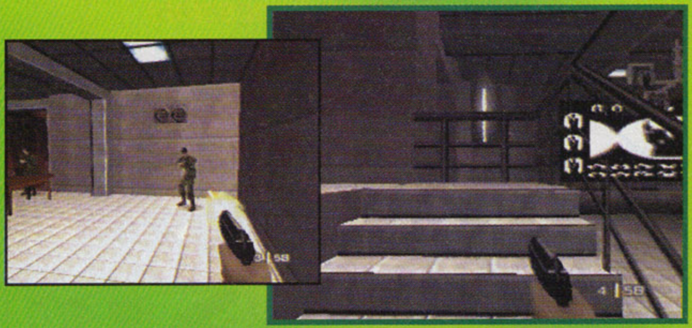
Developed and published by Nintendo
Available February
90% COMPLETE

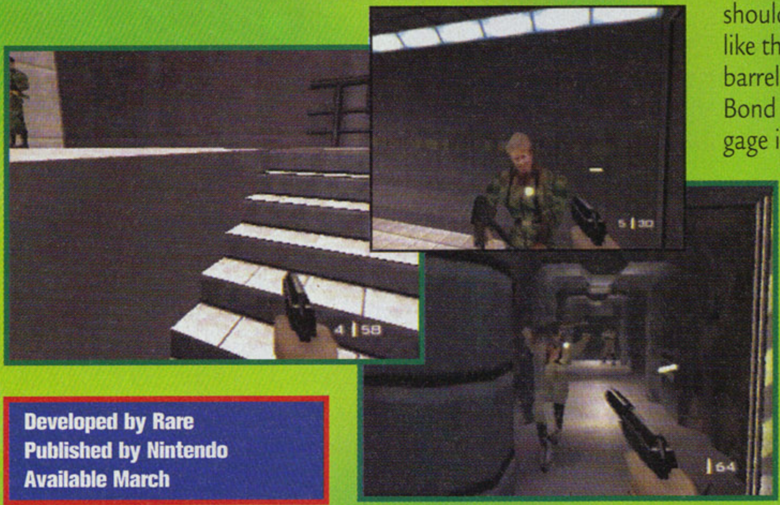
Four Player Action



Four-player action is the best! A four-way split-screen view enables a Karting quartet to race each other in the Grand Prix mode or battle each other in the arena. The N64 has no problem displaying all competitors in real-time in all four windows, too.

Nintendo 64 Previews!

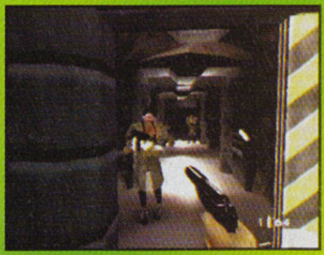


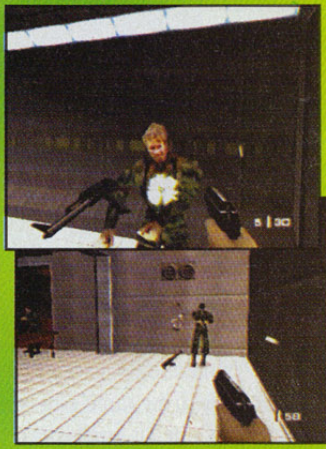


Goldeneye 007

James Bond returns! Goldeneye 007 is hot on Mario Kart's tailpipes as the next N64 game due out. It will be a cross between Turok: Dinosaur Hunter and Star Wars: Shadows of the Empire. Like Star Wars, Goldeneye's based on a popular film series, so it shows cinematic flair with scenes that should be familiar to moviegoers, like the classic through-the-gun-barrel opening sequence from the Bond films. As in Turok, you engage in some intense first-person-perspective gunfighting with a healthy arsenal that includes automatic rifles, machine guns, and, of course, Bond's famous Walther PPK pistol.

007 will jump into seven danger-filled locales to complete a variety of missions in order to stop a destructive satellite. Keep your eyes peeled for Goldeneye this month.





Developed by Rare
Published by Nintendo
Available March

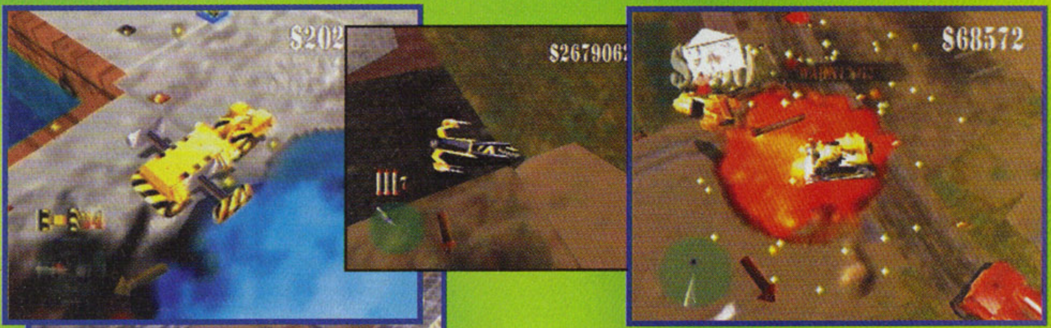
Blast Corps

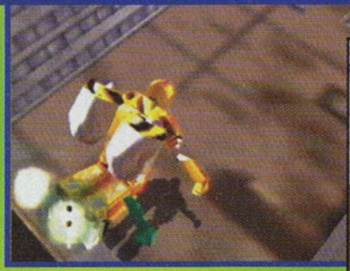
Blast Corps, which was knocked off the late 1996 N64 release list, is on track again. This game asks the question: Is destroying everything in sight fun?

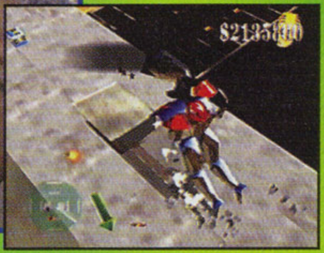
Here's your opportunity to become a one-man demolition team. A heavy loader packed with nuclear devices is undergoing meltdown. Set on autopilot, it's headed right into a major metropolitan area. As a member of the Blast Corps, you must prevent atomic destruction on a massive scale by clearing out every building or structure in the path of the loader...by any means necessary!

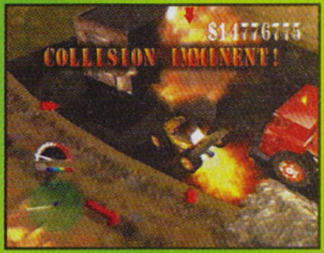
You control 12 vehicles, including a bulldozer, 4 muscle cars, and 3 mech-walkers. The destruction derby takes place across 50 levels, but even if you conduct the nuclear stuff to safety, your world-saving duties aren't over. You next must seek out six hidden scientists who can safely detonate the nuclear waste.

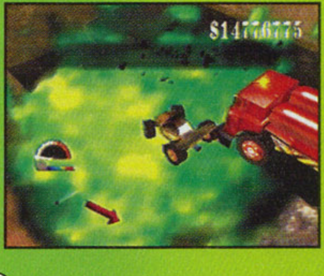
Blast Corps looks like it could be...that's right, a blast!

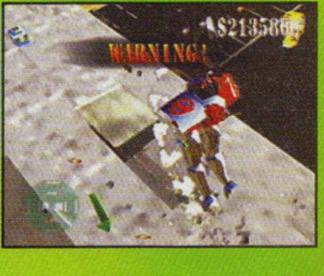








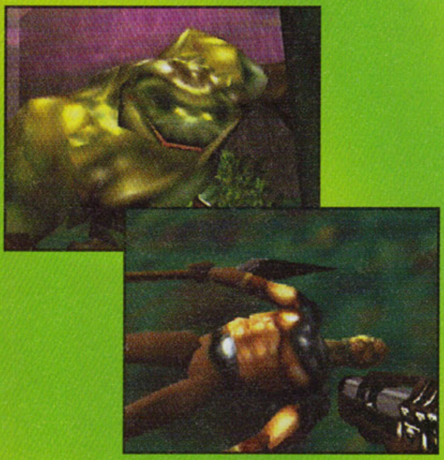




Developed by Rare
Published by Nintendo
Available April

More Nintendo 64 Previews!

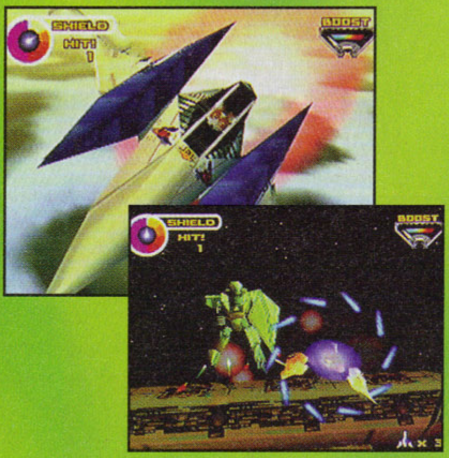
Turok: Dinosaur Hunter



Is it Turok time yet? The Dinosaur Hunter looked like it had the chops to stand gun-to-gun with Doom 64 as a first-rate, first-person-perspective shooter when it was due out last fall (see "Nintendo 64: What's Next?", November 1996). This game's an N64 winner regardless of when it finally makes its debut.

Developed by Iguana Entertainment
Published by Acclaim
Available March

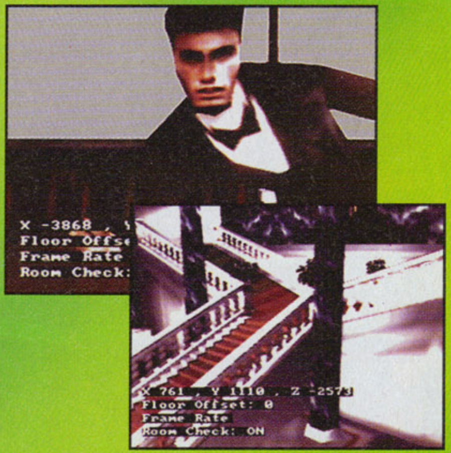
Star Fox 64



Wow! This revamped outer-space shooter was a major-league hit at Nintendo's Shoshinkai Show last November. Gameplay and story line follow along the lines of the 16-bit version, but the rendered 3D graphics are outta this world! Four-player Versus mode is something to behold.

Developed by Rare
Published by Nintendo
Available June

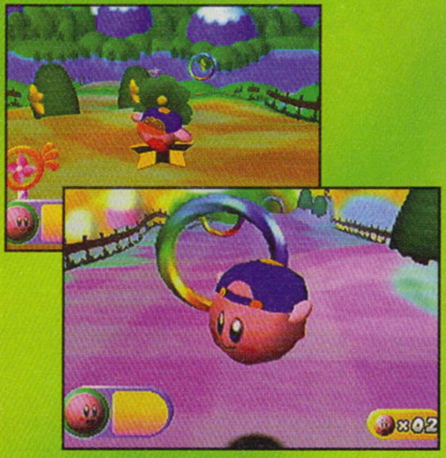
Mission: Impossible



Is it possible that Mission: Impossible will debut next month? This cart's been on the books for a while (see "ProNews," February), but it appears ready to surface. The action/adventure game will be loosely based on the big-budget Tom Cruise movie. You'll be a member of a crack spy team, but can you all be trusted?

Developed and published by Ocean
Available April

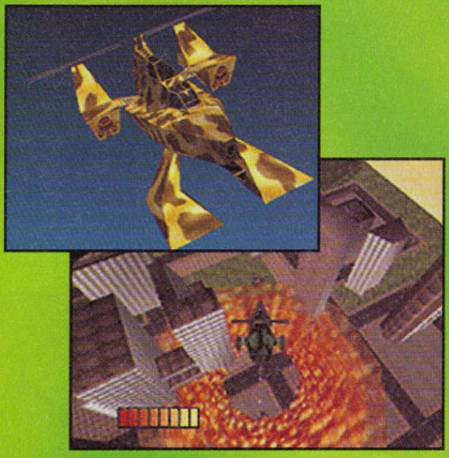
Kirby's Air Ride



Whatever Kirby is, his...er, its games are weird but fun, and the first N64 Kirby cart is coming out this summer. This goofy action/strategy game turns Kirby into a sort of living golf ball that rides a flying skateboard. The intricate 3D landscape makes Air Ride tougher than it looks.

Developed by HAL Labs
Published by Nintendo
Available June

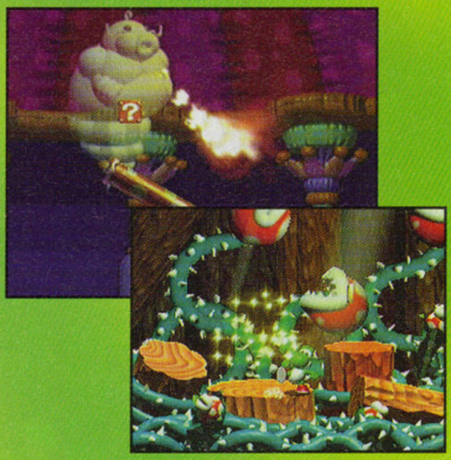
Ultra Combat 64



Here's the first N64 air-combat cart. You'll fly a high-tech helicopter into air-to-air and air-to-ground battles. The chopper will carry a lethal load of destructive firepower, with multiple views of the combat. The Japanese version's called Blade and Barrel. GTI's readying it for an April or May landing on American N64s.

Developed by Kemco
Published by GT Interactive
Available Second Quarter '97

Yoshi's Island 64



Everyone's waiting for a good old-fashioned 2D action/platform game for the N64. Nintendo plans to make Yoshi's Island it! Island will use dazzling rendered animation, but the action will take place in familiar 2D gameplay. You'll guide Yoshi through puzzles and traps in a deep world with 50-plus levels.

Developed and published by Nintendo
Availability date not yet released

Overseas Prospects Report

Nintendo 64: An Expert's View

Shigeru Miyamoto, Nintendo's games master and the man who created Super Mario 64, Wave Race 64, The Legend of Zelda, and other classic games, shares his views on the Nintendo 64 in this exclusive *GamePro* interview.

By Ken Ogasawara

GamePro: *Mario 64 and Wave Race 64 are games you designed. What other Nintendo 64 games have you been involved with?*

Shigeru Miyamoto: I've been involved in all of Nintendo's N64 games so far, but if you're talking about heavy involvement, there is Star Fox 64, Zelda 64, and also F-Zero 64. Mario Kart 64 and Yoshi's Island 64 would represent the next tier of my involvement.

GP: *Does designing a game for the N64 present a particular creative challenge?*

SM: I have lots of things I want to do, but there are just not enough programmers to make them happen. Creating games is not something that I would call a challenge. It's fun!

GP: *What's your evaluation of this first generation of games for the N64?*

SM: Actually there's something here in Japan called the Super Mario Club that rates games. Nintendo 64 games so far have received an average rating of 80+ out of 100.

GP: *How do third-party N64 games compare to games developed by Nintendo?*

SM: I can only say that we pray that they will be as good as our games (laughs). I can't officially rate them, but Konami's soccer game may be better than our games. It looks really good. Seta's golf game [St. Andrews Golf] utilizes the analog stick very well, and they have really made an effort to create a game that can be done only on the N64.

GP: *What is the most advanced N64 game to date?*

SM: Wave Race. It probably taps about 80 percent of the N64's power.

GP: *When will RPGs appear for the N64?*

SM: Probably after the end of the year. By that time, there should be a large user base, and we are trying to make the 64DD so that it can be bought for a low price. Earthbound and Mario RPG are the RPG titles currently in development for N64. Oh, and Zelda 64, but I can't talk about that.

GP: *What would you do differently with Mario 64, if you could do it again?*

SM: I am actually doing something so I can't really say (laughs). I am changing the gameplay system, adding more enemies, and retooling the display and graphics. This time around, I only designed for a cartridge, but next time I will take advantage of the potential of the 64DD.

GP: *Will the 64DD be required to play the new Mario 64?*

SM: Maaaayyyyybbbbbeeee soooo... (long pause). That's a hard one to answer. If you have the 64DD, you will enjoy the new Mario 64 even more. I plan to utilize the 64DD's read and write functions to create a new type of game.

GP: *What future gameplay innovations are in store for N64 games?*

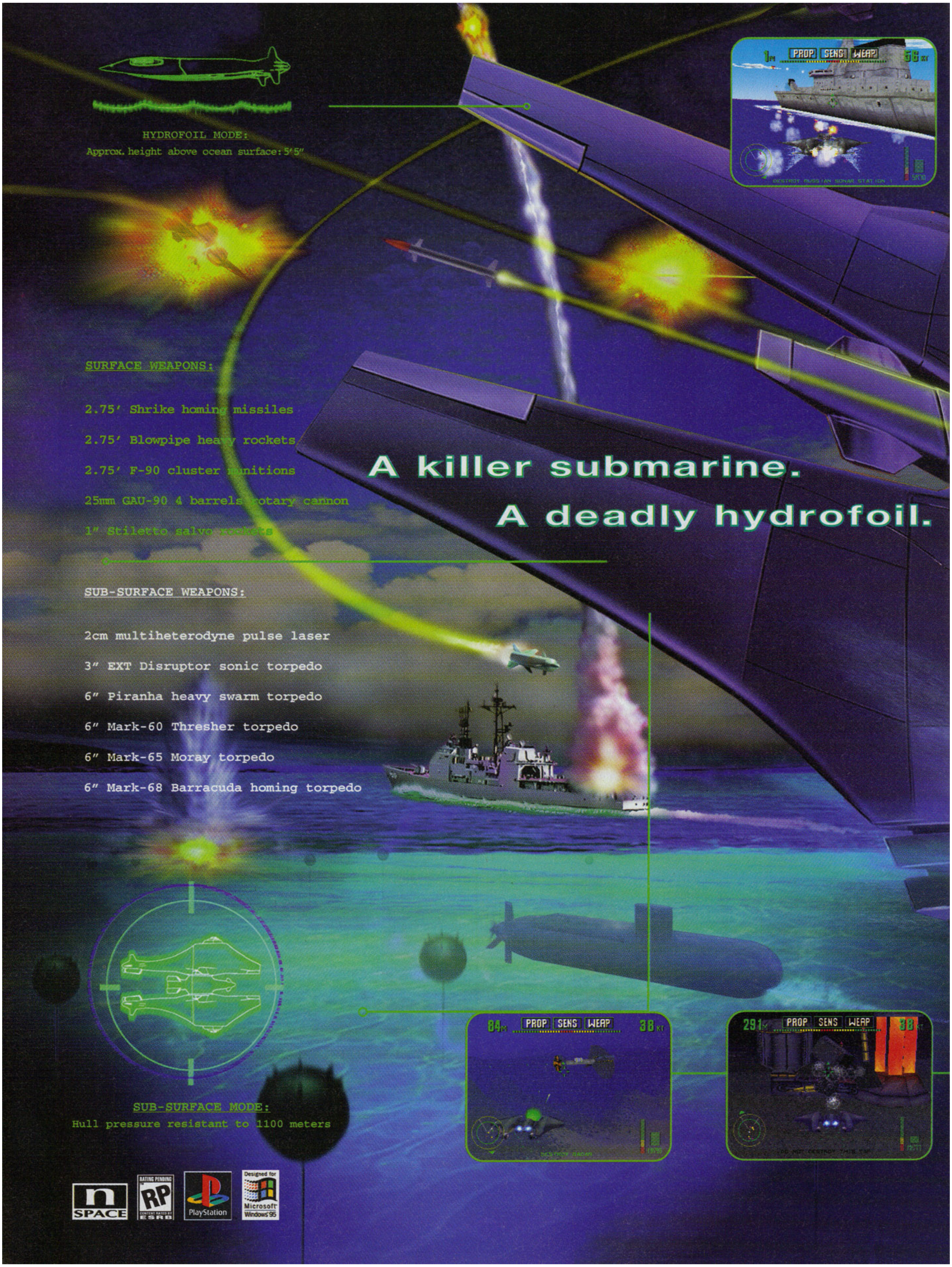
SM: It would be fun to have four people make one robot walk. Each player would be in charge of one limb, so that the timing of all the players must be in sync in order to, say, make the robot jump. The N64 is certainly capable of that type of gameplay.

GP: *What type of experience would you like N64 gamers to have? What would please you the most?*

SM: I would like the experience of playing N64 games to create a place in people's minds where they can go to feel relaxed and comfortable. I realize that's a reality that exists only within a game cartridge, but I want gamers to feel nostalgic for the world in that cartridge and to want to return to it.

GP: *Like the world you created in The Legend of Zelda.*

SM: Thank you, but for me it is the Beatles' "Abbey Road."



HYDROFOIL MODE:
Approx. height above ocean surface: 5′5″

SURFACE WEAPONS:

2.75′ Shrike homing missiles

2.75′ Blowpipe heavy rockets

2.75′ F-90 cluster munitions

25mm GAU-90 4 barrels rotary cannon

1″ Stiletto salvo rockets

SUB-SURFACE WEAPONS:

2cm multiheterodyne pulse laser

3″ EXT Disruptor sonic torpedo

6″ Piranha heavy swarm torpedo

6″ Mark-60 Thresher torpedo

6″ Mark-65 Moray torpedo

6″ Mark-68 Barracuda homing torpedo

A killer submarine.
A deadly hydrofoil.

SUB-SURFACE MODE:
Hull pressure resistant to 1100 meters

n SPACE

RATING PENDING RP CONTENT RATED BY ESRB

PlayStation

Designed for Microsoft Windows 95

2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blood and oil.

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype.

Forged for war. Built for speed.

Dead set on destruction.

Underwater. And over it.

Tigershark is hungry.

The feeding frenzy is about to begin.

The ultimate war machine...
COME HELL AND HIGH WATER
TIGERSHARK™
47 M
PROP
SENS
WEAP
40 KT

THE PERFORMANCE OF THIS PRODUCT HAS BEEN OPTIMIZED FOR USE WITH INTEL'S MMX™ TECHNOLOGY

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GT Interactive Software

COVER FEATURE

DOOM 64

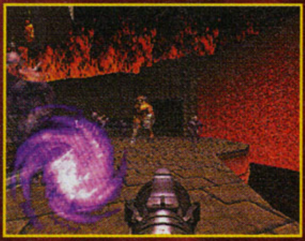
Nothing Can Save You!

The armies of hell are about to be unleashed on the Nintento 64, bringing you a Doom unlike any you've experienced before!

By Major Mike

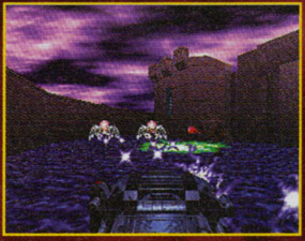
Special thanks to Andrew Hoolan, Michael Abbot, Brian Johnson, Aaron Seeler, Sukru Gilman, Aubrey Hodges, and Debbie Austin.

New and Improved Imps



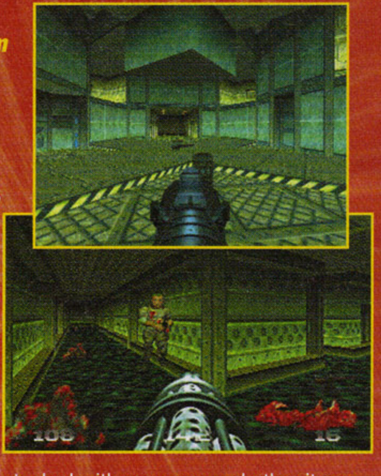
These translucent purple Imps move faster and deliver more damage than their more visible counterparts.

From a Distance...



As two Arachnotrons and a Baron of Hell battle it out in the distance, you're ready to greet the winner with the BFG-9000.

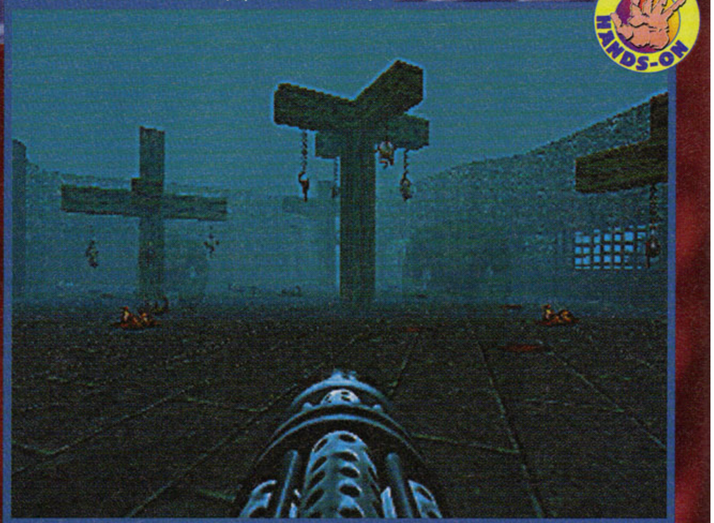
Features



Your face is history, as is the status bar at the bottom of the screen. Simple, nonobtrusive numerical displays of health and ammo replace them.

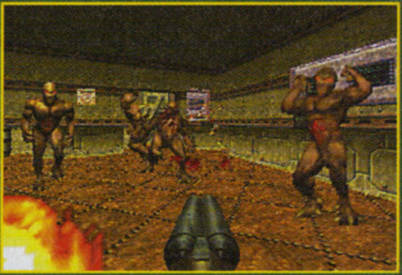
The new map mode features a multicolored blueprint that charts your progress. Although Doom 64 has several skill settings, the 30-plus levels promise to be more challenging than those in other Dooms, thanks to tougher puzzles and trickier traps. The levels also harbor hidden areas stocked with weapons and other items. Rumor has it there's even a new weapon to be found!

Demons in the Mist



Some levels enshroud monsters in a sheet of mist. This makes translucent monsters, like Bulldog Demons and Imps, especially hard to see.

Graphics & Sounds



Doom 64's audio and visual effects have been constructed from scratch to provide a new bone-chilling Doom experience. Gone are the somewhat featureless structures and drab surroundings of other Doom versions. Doom 64's buildings are filled with creepy gothic stone engravings—such as pentagrams and leering monster faces—along with other atmospheric decorations that hammer home the feeling of an unwelcome guest in a hostile land. Light-sourcing effects have also been pumped up to include bright illumination reflecting off the weapons and blazing skies that seem to stretch into infinity. On a smaller scale, fireballs and other deadly projectiles illuminate nearby surroundings as they speed through the air. Monsters also have more detailed looks and actions: Imps wind up and chuck fireballs at you, and broken chains dangle from the Cacodemons' shackled arms. The weapons are completely redesigned; some have new, perfectly matched sound effects. For example, electricity crackles when you switch to the Plasma Rifle, and the screen shakes to a manic jackhammer sound when you open up with the chaingun.

Other audio effects include almost CD-quality sounds. Creepy music and a plethora of sound effects go hand-in-hand to create a chilling atmosphere. Explosive weapon discharges, chilling inhuman shrieks, and the frightening thunder from the hooves of the titanic Cyberdemon should keep you on the edge of your seat.

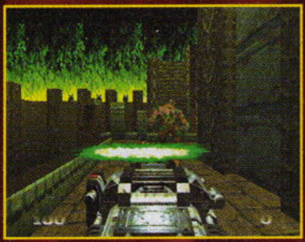
What's New about Doom?

Doom veterans looking for the same old stuff should be prepared to re-enlist. Although the story line hadn't been finalized at press time, this Doom will be a Nintendo 64 exclusive with new levels and monsters.

Of course, you won't have to go through basic training since the Doom 64 game engine is essentially the same design as in other Doom versions. Classic Doom gameplay—running, shooting, strafing, and pushing walls to find secret passageways—is in force. There will be no new abilities, such as jumping or looking up and down. The engine, however, is encased in new graphics and sounds.

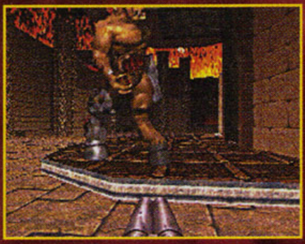
The field of corridor shooters for the Nintendo 64 is wide open with Turok: Dinosaur Hunter, Goldeneye 007, and to a certain extent Star Wars: Shadows of the Empire on the firing line. Will Doom 64 hit the bull's-eye? In an upcoming issue, *GamePro* will reveal the score.

New Look, Same Punch



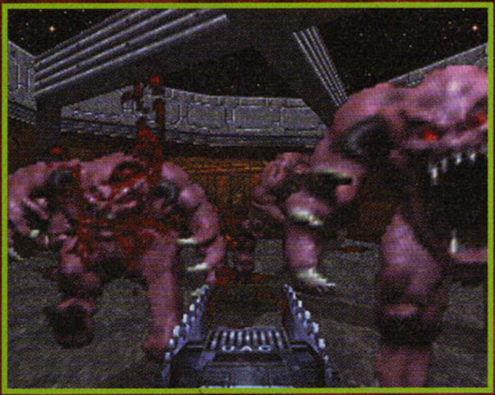
The BFG sends a Baron back to where it came from as green flames outside the castle walls blaze on.

Your Worst Nightmare



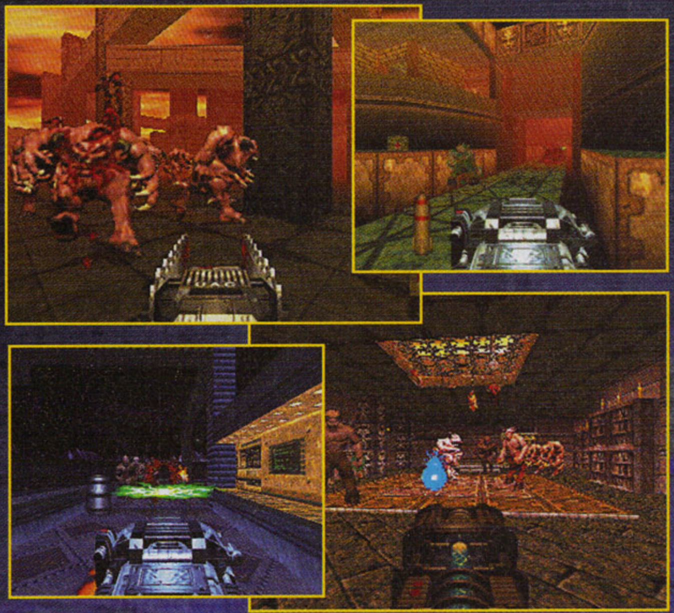
The Cyberdemon is half-demon, half-machine. This high-tech fiend has a rocket launcher mounted on his arm; he also doesn't like you.

Open Wide!



◀ ***Even up close, enemies and objects in Doom 64 never distort or pixelate. Additionally, the weapons and monsters have a completely new look. Here, Bulldog Demons are introduced to the new double chainsaw!***

Gameplay & Fun Factor



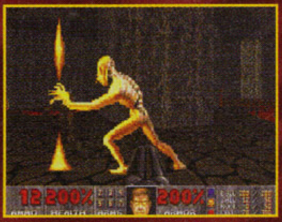
This N64 game gives you a choice of controls: You can use either the analog joystick or the directional pad. Unless you're accustomed to Mario 64 or Wave Race 64, the analog stick takes a bit of training. Those accustomed to the PlayStation versions of Doom, however, should immediately master the pad and the button layout. Gameplay is fast, with smooth scrolling as you run down hallways, blasting monsters—without a trace of slowdown.

Pixel-Perfect or Pixel-Plagued?

How other versions of Doom stack up against Doom 64.

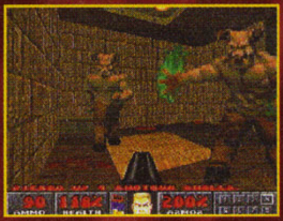
These screens illustrate the jump Doom takes when it goes 64-bit.

On the PC...



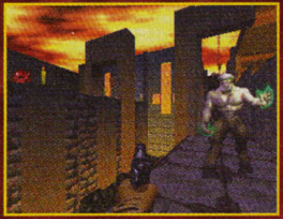
Doom II: Hell on Earth, 1994

...PlayStation



Final Doom, 1996

...and Nintendo 64



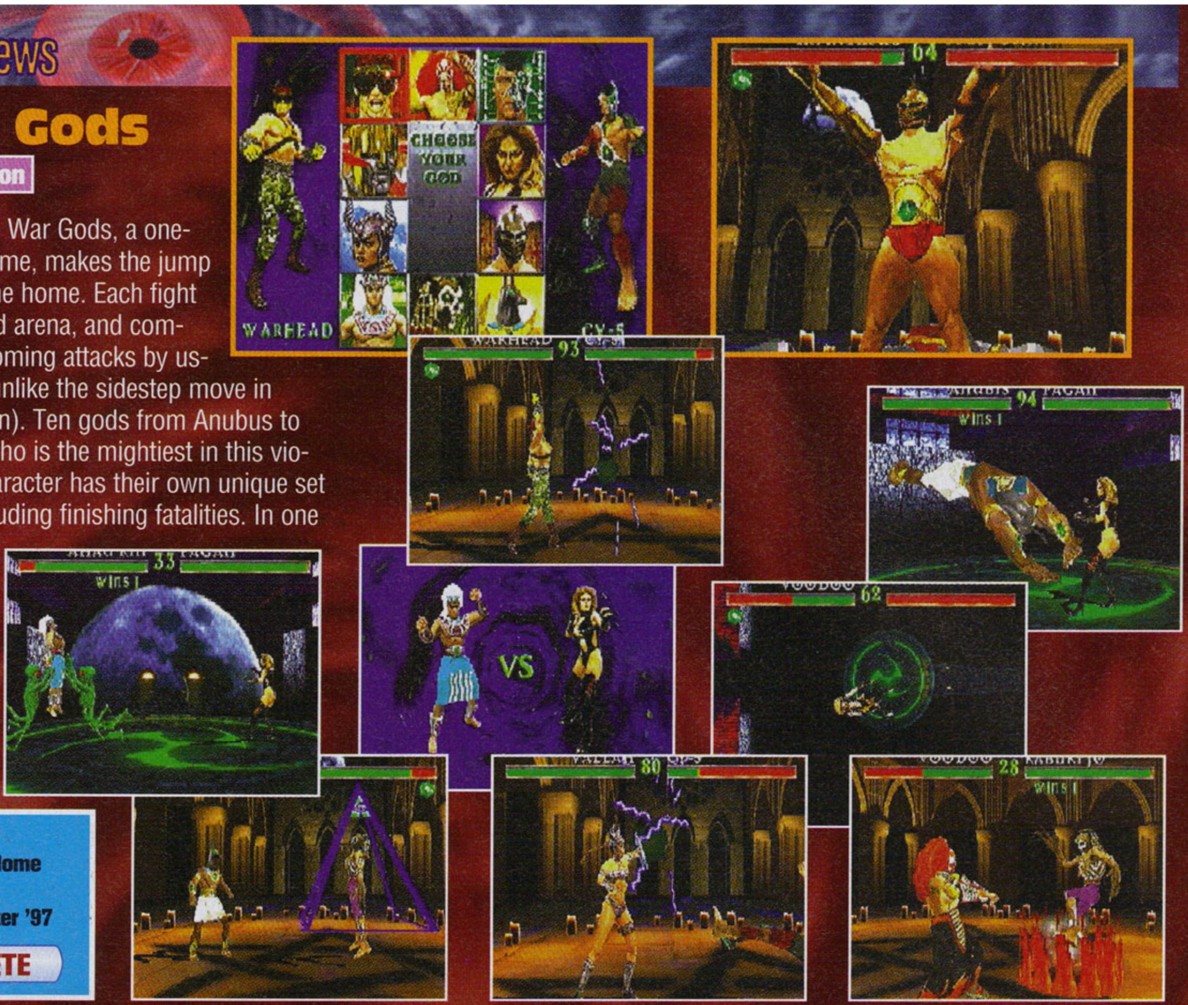
Doom 64, 1997

Developed and published by Midway Home Entertainment
Available March

60% COMPLETE

War Gods

PlayStation



The gods are coming! War Gods, a one-on-one 3D fighting game, makes the jump from the arcades to the home. Each fight takes place in a limited arena, and combatants can avoid incoming attacks by using a 3D button (not unlike the sidestep move in Battle Arena Toshinden). Ten gods from Anubus to Vallah gather to see who is the mightiest in this violent slugfest. Each character has their own unique set of special moves, including finishing fatalities. In one fatality, Tak pounds an opponent into the ground up to their neck, then punts the head! Another Mortal Kombat? We'll see.—*Major Mike*

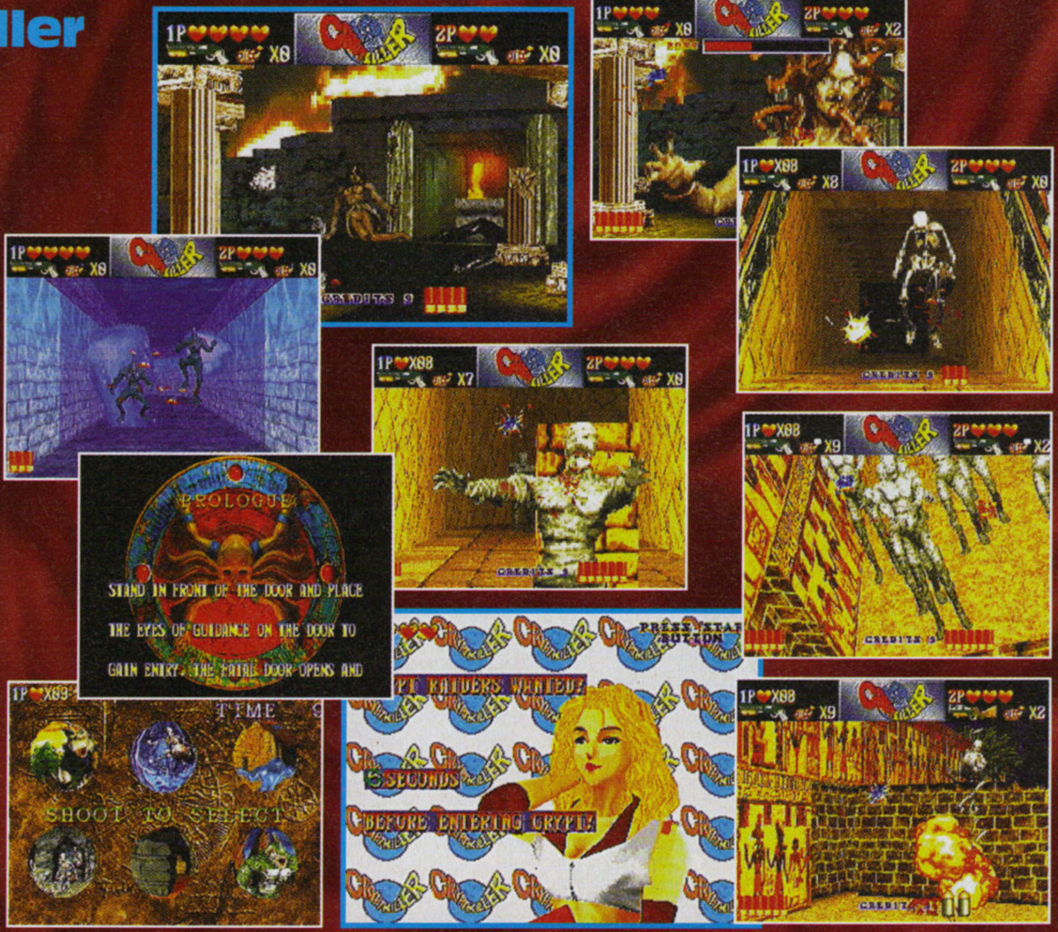
Developed by Eurocom
Published by Midway Home Entertainment
Available Second Quarter '97
40% COMPLETE

Crypt Killer

PlayStation

Konami is ready to bring out its first 32-bit gun game, Crypt Killer, on the PlayStation. In this creepy shoot-em-up, you raid tombs and blast supernatural forces like skeletons, water monsters, giant spiders, and mummies. The game is nonlinear, so it's impossible to see everything in one playthrough. In the preview version, the monsters showed big pixels when up close, but with all the action going on, you'll hardly notice. Although this version isn't complete, it's fun, intense, and works well with the Justifier lightgun. Lock and load!—*The Gun Nut*

Developed and published by Konami of America
Available February
80% COMPLETE


PROLOGUE

STAND IN FRONT OF THE DOOR AND PLACE THE EYES OF GUIDANCE ON THE DOOR TO GAIN ENTRY; THE FATAL DOOR OPENS AND

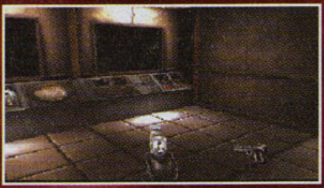
CRYPT RAIDERS WANTED!

5 SECONDS BEFORE ENTERING CRYPT

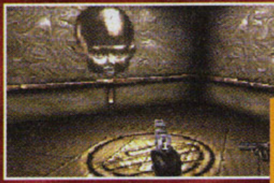
FIRST LOOK

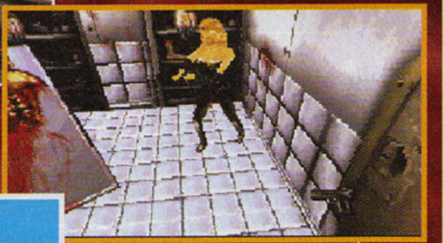
Barb Wire

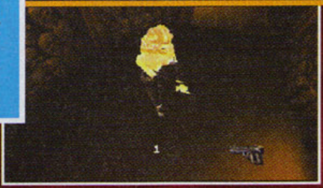
PlayStation **Saturn** **Win 95** **DOS** **Mac**



Immerse yourself in the comic-book, movie-based world of Barb Wire, a Resident-Evil-meets-Doom-style action game featuring nine levels of patent-leather pugnacity. Play solo or compete in a two-player mode that enables one player to be Barb and another to play as an evil boss. Included as well is a death match with a specially designed multiplayer level. This game might have the right stuff to wire you to your game chair.—*The Rookie*







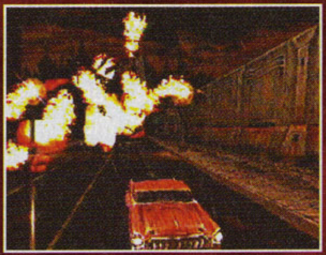
Developed by Cryo
Published by GT Interactive
Available First Quarter '97

30% COMPLETE

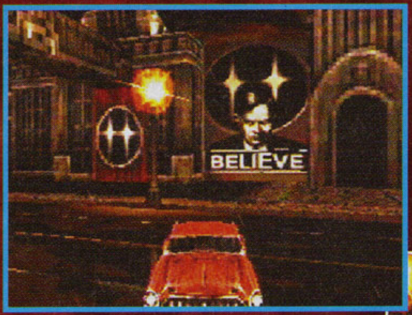
FIRST LOOK

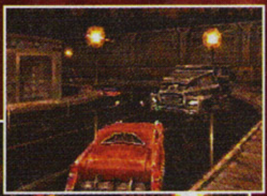
Propaganda

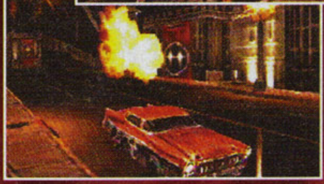
PlayStation



In this mission-based racing game set in the 1950s, you play as Jack Heller, a former soldier rebelling against a corrupt, oppressive government. Propaganda is very early in development, so the story is far from final. You burn rubber down the poster-filled roads, exploring the game's huge city street-based levels and smashing enemies. These early pics show that the game captures the oppressive theme nicely, and the driving sequences show promise.—*Major Mike*







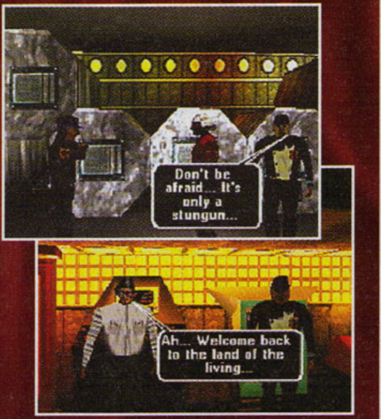
Developed by Burst
Published by Virgin Interactive
Available Second Quarter '97

30% COMPLETE

HANDS-ON

Sentient

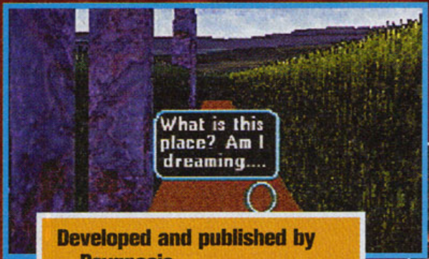
PlayStation



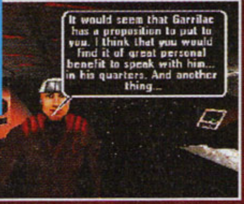
Don't be afraid... It's only a stungun...

Ah... Welcome back to the land of the living...

A detailed tapestry of intriguing subplots slowly unfolds in Sentient, a sci-fi strategy game that uses RPG-like interactions with other characters to help solve a complex mystery. You play as a medical technician aboard a space station where radiation sickness has reached epidemic proportions and the threat of assassination lingers in the air. Dream sequences throughout the game provide the clues you need in your search for knowledge. While the game is slow-moving, the chance to see 10 different endings should up the replay value. —*Captain Cameron*



What is this place? Am I dreaming....



It would seem that Garrilac has a proposition to put to you. I think that you would find it of great personal benefit to speak with him... in his quarters. And another thing...

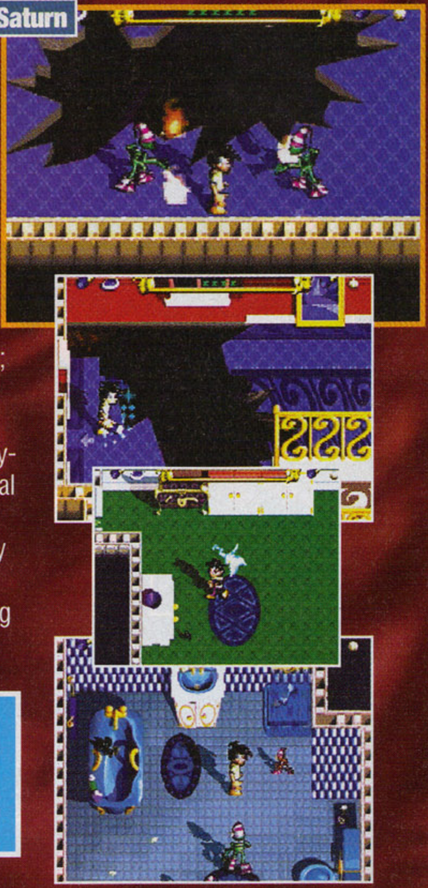
Developed and published by Psygnosis
Available March

90% COMPLETE

HANDS-ON

Swagman

PlayStation **Saturn**



The action/adventure game Swagman takes a few cues from Nights (two kids caught in a dream world are on a quest to prevent nightmares) and throws in some slick rendered effects. Smoothly moving characters dance across brightly colored backgrounds; the ¾-overhead view on this 60 percent version, however, seemed a little archaic by PlayStation standards. Ten magical 3D worlds and the ability to morph into DreamBeasts may add some much-needed excitement to this young-looking game.—*Scary Larry*

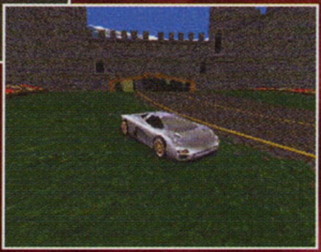
Developed by Core Design
Published by Eidos
Available April

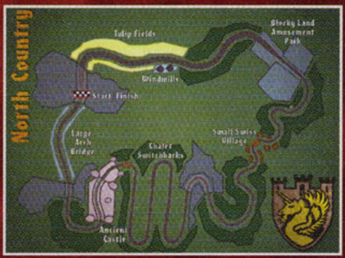
60% COMPLETE

Need for Speed II

PlayStation **Win 95**

Dwarfing the exotic cars that made Need for Speed so alluring, Need II's gunning its engines with an eye-popping lineup of million-dollar supercars. Drivers can redline their engines at speeds over 230 mph in beauties like the McLaren F1, ItalDesign Cala, Lotus Espirit, Lotus Elite GT, and Isdera Commendatore. The action goes down on eight circuits across the world, and all the courses sport much more 3D interaction, such as cutting corners down mountain switchbacks. Topping it all off, a major graphical facelift gives the cars and tracks much greater detail and realism. Need II's already lookin' awesome....—*Air Hendrix*




North Country
Tulip Fields
Sleepy Land Amusement Park
Windmills
Start Finish
Large Arch Bridge
Chalet Switchbacks
Small Swiss Village
Ancient Castle

Developed and published by Electronic Arts
Available March
50% COMPLETE

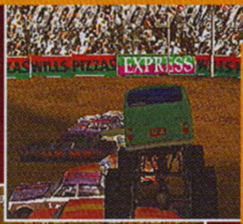
Thunder Truck Rally

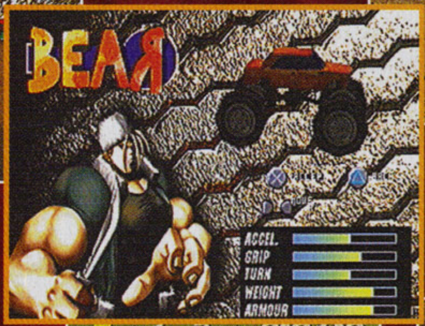
PlayStation

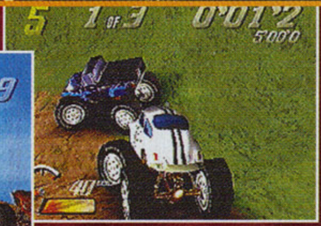
Psygnosis is rollin' out some monster-truck mayhem with Thunder Truck Rally. From behind the wheel of nine jacked-up big wheelers that range from pickups to VW vans, racers rumble through six tracks or head to the arena for a car-crushing frenzy. The courses are lined with so many wild bumps and jumps that you almost spend more time careening through the air, so the game's about beating the course as much as beating the pack. The trucks move with impressive realism, bouncing and rolling on their suspension in response to the challenging terrain. With some fine-tuning, this promising title could shape up into a rowdy ride for PlayStation racers.—*Air Hendrix*

POSITION
5
LAP
1 OF 3
TIME

WILLS PIZZAS
EXPRESS




BEAR
ACCEL.
GRIP
TURN
WEIGHT
ARMOUR



POSITION
3
TIME
1'07"9

POSITION
9
LAP
1 OF 3
TIME
3'29"2

POSITION
4
LAP
1 OF 3
TIME
0'19"9

Developed by Reflections
Published by Psygnosis
Available March
80% COMPLETE

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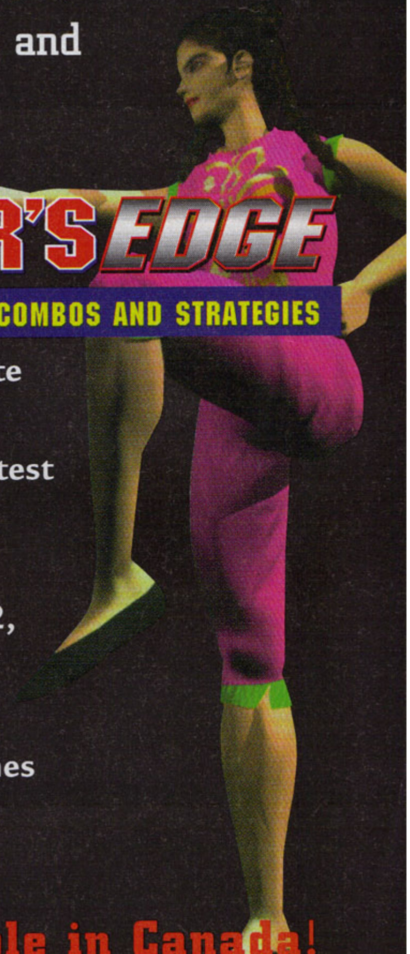

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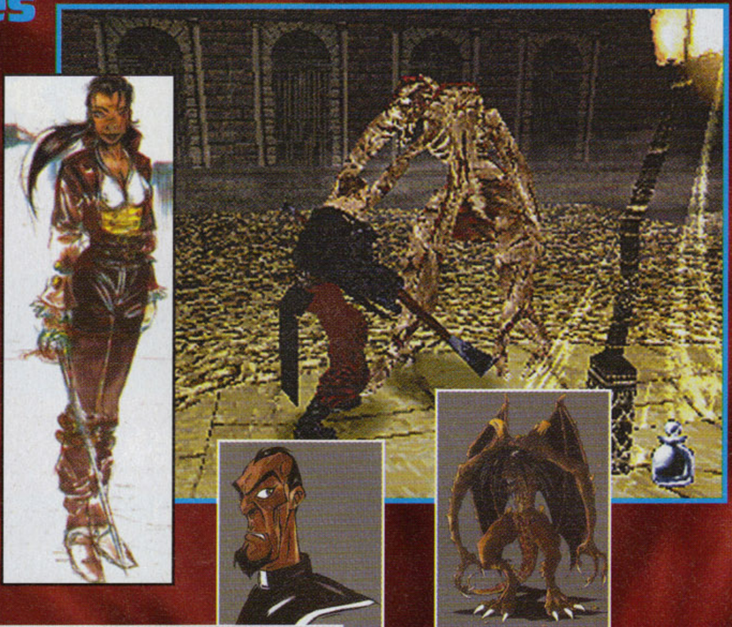
Nightmare Creatures

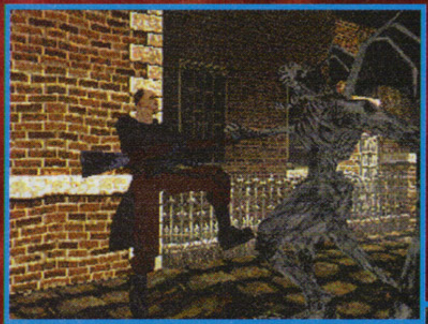
FIRST LOOK **PlayStation**



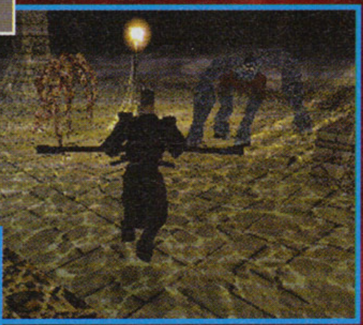
Nightmare Creatures is slithering toward your PlayStation, and if the game lives up to its initial promise, it should engross Resident Evil fans in a heartbeat. NC delivers Resident Evil–style exploration and puzzle-solving, but it focuses more on the combat side, so you'll be bustin' skulls much more often. Excellent!

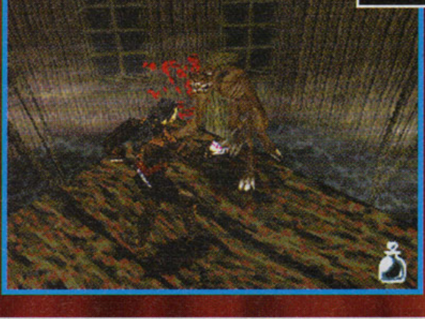
NC's story line drops you into 19th-century London, where a devious plot by an evil brotherhood has overrun the city with monsters. Playing as one of two heroes, Ignatius or Shirley, you trot through 15 real-life city districts, kicking monster butt and completing missions that gradually unveil the secret behind their presence. In addition to Ignatius's staff and Shirley's sword, each character fights with power-ups that include guns and monster-dispelling charms. To complete this intriguing package, impressive 3D graphics imbue the game with an eerie atmosphere.

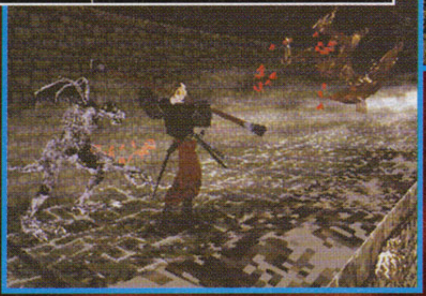
—Air Hendrix



NIGHTMARE
CREATURES





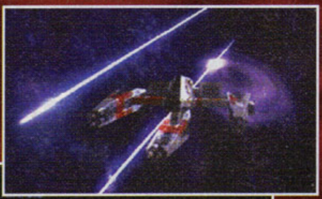


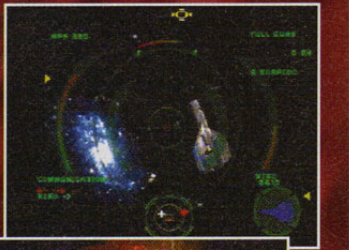
Developed by Kalisto Entertainment
Published by Mindscape
Available April

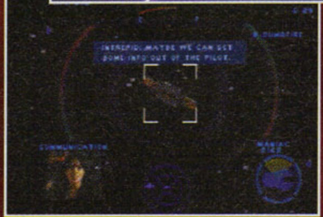
60% COMPLETE

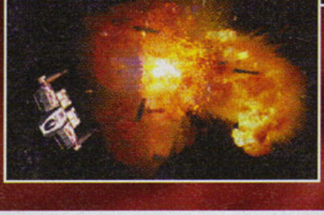
Wing Commander IV

FIRST LOOK **PlayStation**



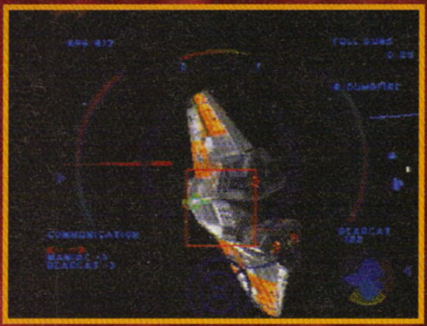


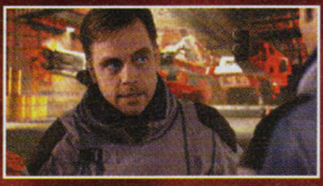




As this smash PC hit continues on the PlayStation, the epic war between the Terrans and Kilrathis has concluded, but unrest is springing up on Confederation worlds. Colonel Blair returns to help rescue the waning Confederation, but finds that internal corruption is causing all the trouble. From there, WCIV takes off with the series' usual blend of Hollywood-quality live-video storytelling, which stars well-known actors like Mark Hamill and Malcolm McDowell, and real-time outer-space combat from the cockpit of your fighter.

—Air Hendrix



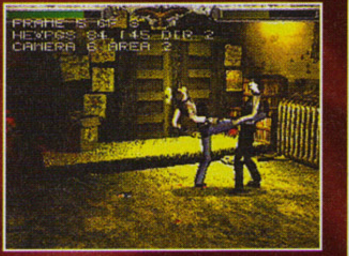


Developed and published by Origin
Available March

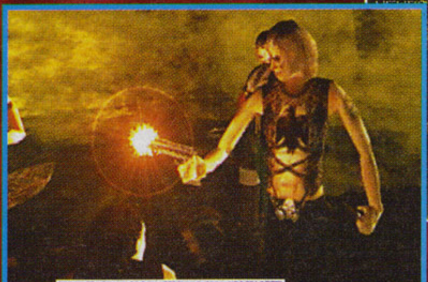
60% COMPLETE

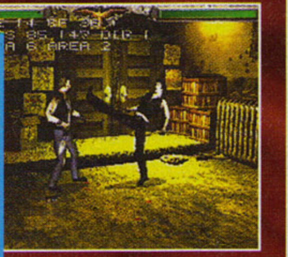
Crow: City of Angels

PlayStation



The Crow has been flitting around quite a bit on Acclaim's roster. This 70 percent version finally came to roost, and Acclaim could have something to crow about. Although the game needs a lot of refinements, dark, gory graphics and eerie backgrounds may turn it around. The multi-adversary, 3D combat, however, left a lot to be desired. Crow could fly or get shot down, depending on what happens in the last 30 percent.—*Scary Larry*



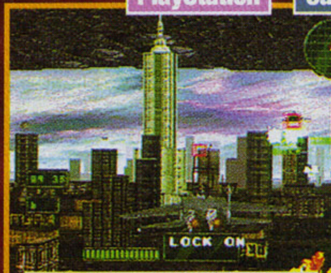


Developed by Gray Matter
Published by Acclaim
Available February

70% COMPLETE

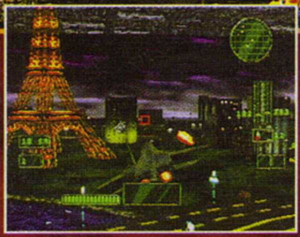
Independence Day: The Game

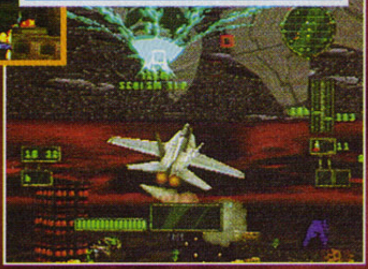
PlayStation **Saturn** **PC CD**



Developed by Radical Entertainment
Published by Fox Interactive
Available First Quarter '97

20% COMPLETE





Aliens are invading Earth—through your home console systems! Independence Day is almost ready to touch down on the Saturn, PlayStation, and PC, and as these three early screens show, it could fire up alien-mania all over again.

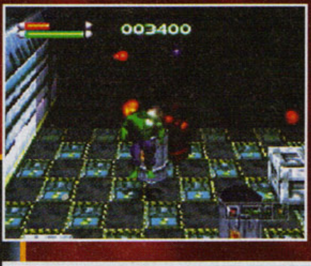
This arcade-type game sets you in motion against alien ships over Las Vegas, London, Tokyo, and other cities as you dogfight in F-15s, FA-18s, and Mig 31s. ID4 is sending some galactic fun your way!—*Scary Larry*

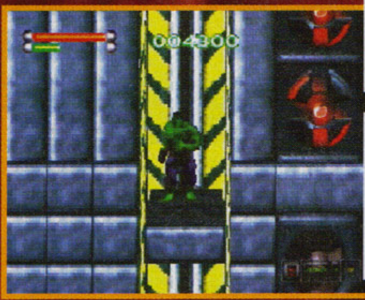
The Incredible Hulk

PlayStation **Saturn**

The Hulk is getting ready to barrel through stages, destroying boxes, crates, walls, and enemies as the mean green machine runs, jumps, smashes, and even lifts objects.

Beautifully rendered cut scenes show promise, but there were a host of problems with this early version of the game—from jerky sprite movements and dull explosions to weak enemies and lack of graphical detail. These must be dealt with before this hero earns his "super" status. If these flaws are addressed, the Hulk may get the green light from gameplayers.—*Scary Larry*



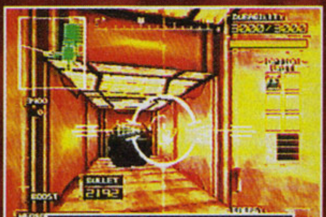


Developed by ATD
Published by Eidos
Available now

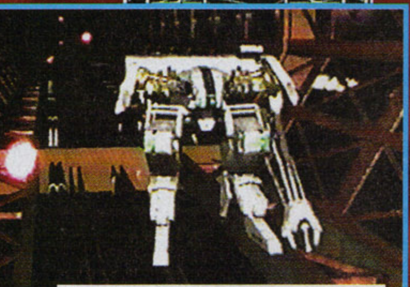
80% COMPLETE

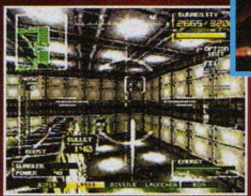
Brahma Force: The Assault on Beltlogger 9

PlayStation



With a title that long, you expect a lot. Well, this sequel to Epidemic (which would make this game Kileak 3) delivers with solid mech-mayhem, gunplay on different levels, multiple weapons, and more. The videotape demo promised even better action than Epidemic and much smarter enemies, along with the ability to customize your mech with scanners, night vision, and armor plating. With all this and better graphics, we're bullish on Brahma.
—*Scary Larry*





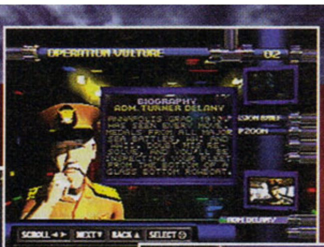
Developed by Genki
Published by Jaleco
Available First Quarter '97

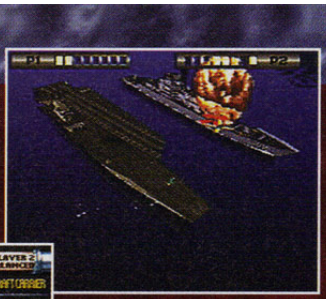
70% COMPLETE

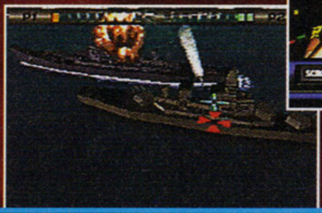
Battlestations

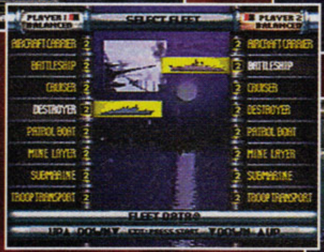
PlayStation

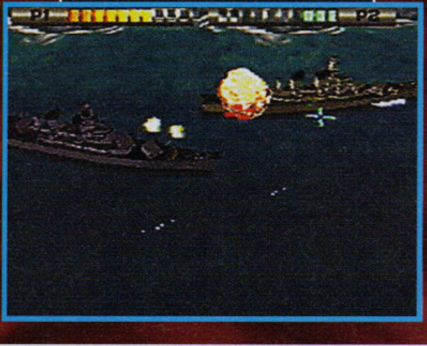
Electronic Arts just announced a two-player 3D action game for gamers who want to take their Strike fetish to the high seas. In Battlestations, huge ships go bow-to-bow in explosive naval gun battles. Extensive, detailed spec sheets on each vessel enable you to assemble a fleet according to your strategy. Battlestations looks great so far—we'll report on the playable version soon.—*Scary Larry*

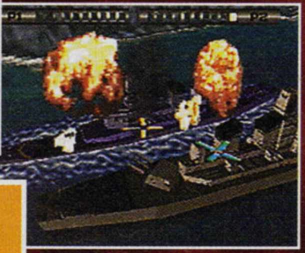

OPERATION VULTURE
BIOGRAPHY
ADM. TURNER DELANY
SCROLL
NEXT
BACK
SELECT






PLAYER 1
SELECT FLEET
PLAYER 2
AIRCRAFT CARRIER
BATTLESHIP
CRUISER
DESTROYER
PATROL BOAT
MINE LAYER
SUBMARINE
TROOP TRANSPORT



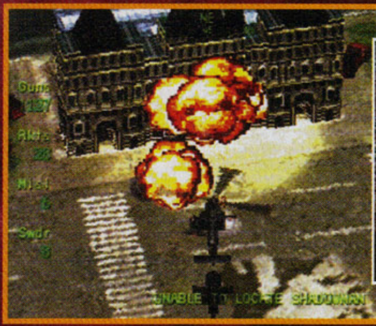


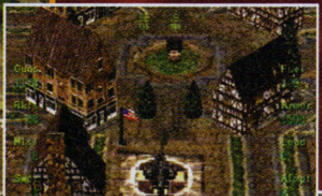
Developed and published by Electronic Arts
Available First Quarter '97

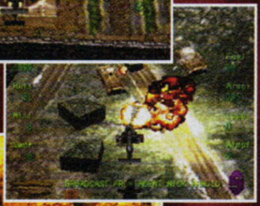
50% COMPLETE

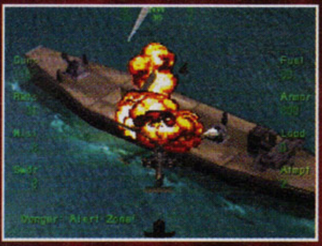
Soviet Strike

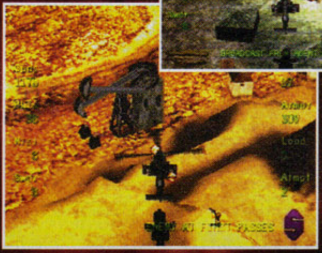
Saturn

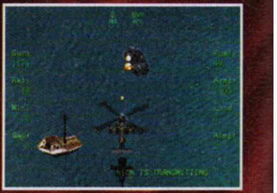

UNABLE TO LOCATE SHADOWMAN











Soviet Strike for the Saturn is ready to launch, with new weapons to make it more interesting. The anti-armor missile takes out any heavily armored unit with ease, along with most buildings. The auto-cannon is a brutal high-caliber chaingun which is most effective against ground units (like stray soldiers).

There are also better explosions—if you blast a tower, it bursts into flames then crumbles to the ground. These enhancements, along with support for the Sega Analog Mission Stick, will make the Saturn version of this hot chopper a chart topper.
—*Scary Larry*

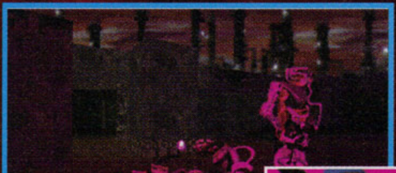
Developed by Tiburon
Published by Electronic Arts
Available February

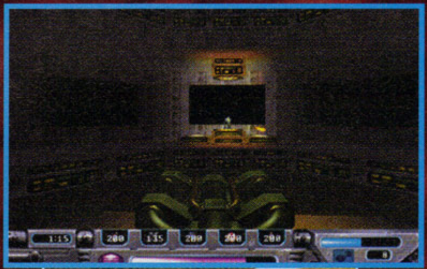
80% COMPLETE

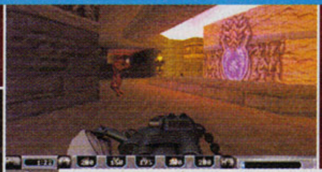
Rebel Moon Rising

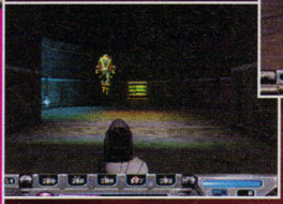
PlayStation

It's the year 2069, and people are still acting like jerks. Moon colonists have declared their independence from Earth, and they're signing up to join the LDF (Lunar Defense Force) against an evil enemy. Surprise! It's the United Nations Committee on World Peace, which has its eyes on the lunar prize. Hopefully, the gameplay from Rebel Moon Rising will match the great graphics from these early preview screens. GT Interactive, which has Barb Wire, Hexen, and Duke Nukem on its hits list, should rise to the occasion.—*Scary Larry*



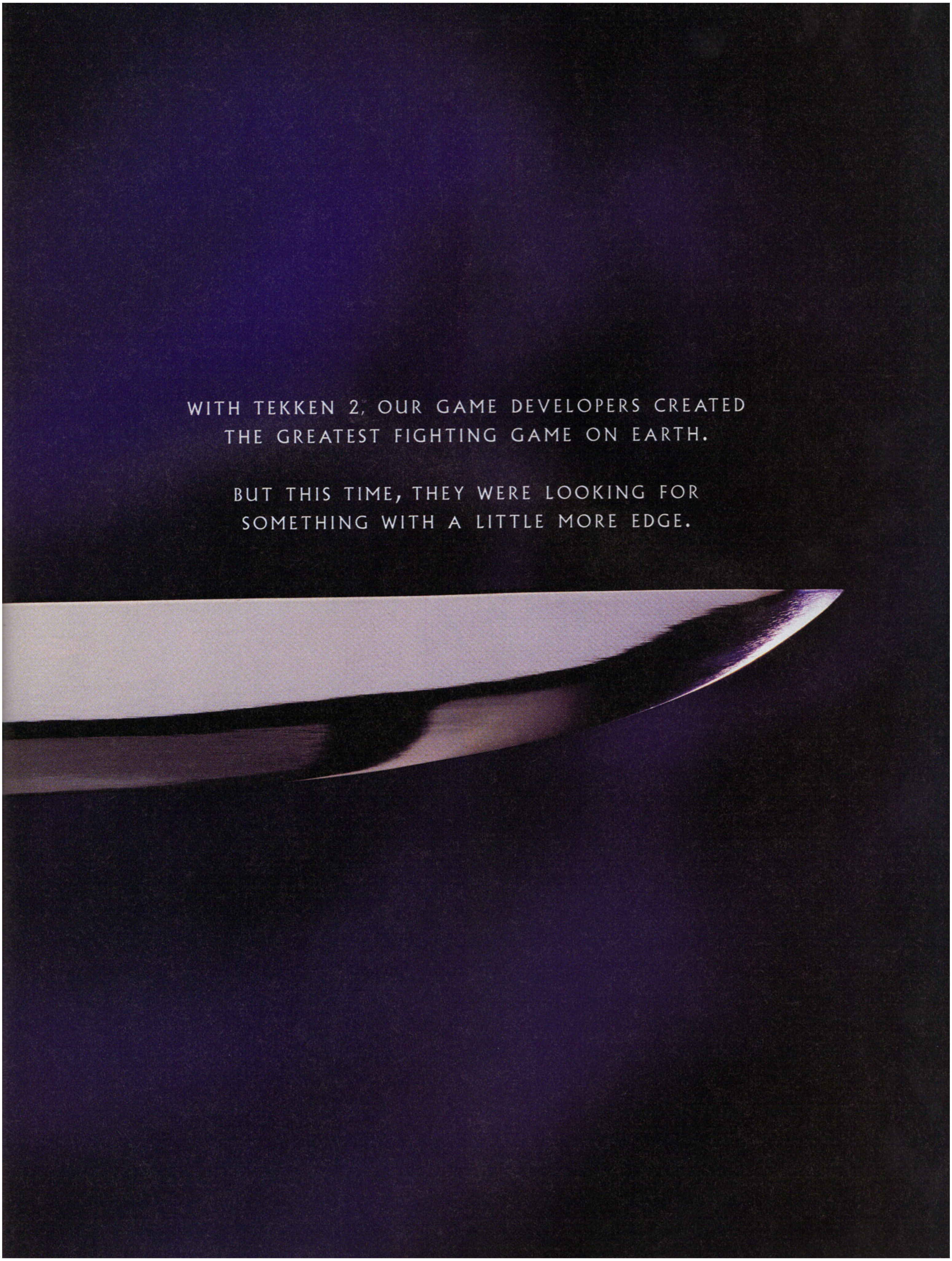






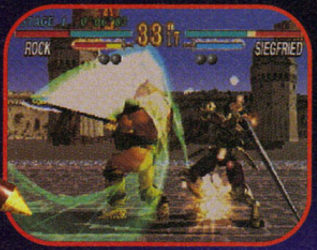
Developed by Fenris Wolf
Published by GT Interactive
Available Spring '97

50% COMPLETE


WITH TEKKEN 2, OUR GAME DEVELOPERS CREATED THE GREATEST FIGHTING GAME ON EARTH.
BUT THIS TIME, THEY WERE LOOKING FOR SOMETHING WITH A LITTLE MORE EDGE.

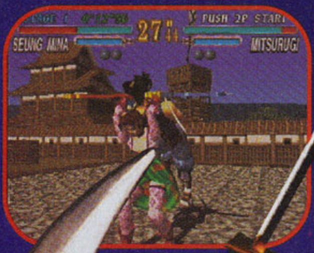
INTRODUCING

If you thought Tekken 2™ was tough, take a stab at Soul Blade. First, you'll be transported back to the 15th century. Then, you'll encounter ten of the world's most awe-inspiring warriors as they engage in bloody pursuit of SoulEdge - the ultimate weapon. But, since only one warrior will find it, the battles are fast, fierce and furious. Intensified by the fact that the warriors can fight with a huge arsenal of intimidating weapons. Not to mention glowing motion blurs, an authentic weapon-to-



Master the Critical Edge for some pretty devastating combo's.

The characters battle fiercely in radically-styled armor.



SOULBLADE™

VOLDO
33
TAKI
SEUNG MINA
38
CERVANTES
PlayStation
POWERED BY namco
TEEN
T
AGES 13+
CONTENT RATED BY ESRB

weapon combat system, polygon characters, real 3D backgrounds and a host of other awesome features. No wonder Soul Blade is a cut above.

Beautiful polygon characters and 3D arenas produce action so real, you may want to wear armor.

Intense and inspiring opening cinematics are sure to get any warrior pumped and ready for battle.

With a flash of light and a thunderous sound, blades meet with weapon-to-weapon recoil action.

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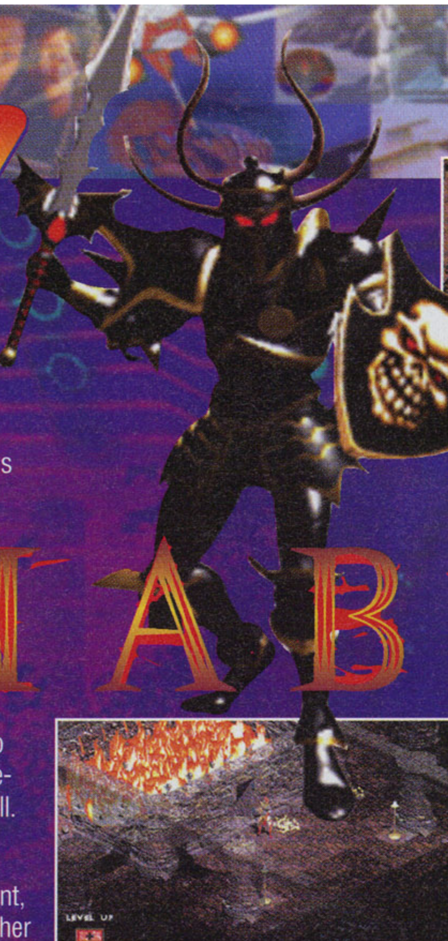
PC GAMEPRO

PC GamePro REVIEW

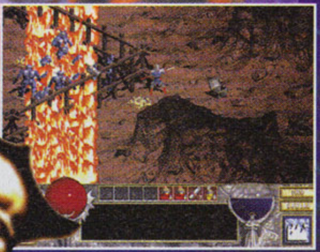
Win 95

By Steve Klett
Editor
PC Games



DIABLO

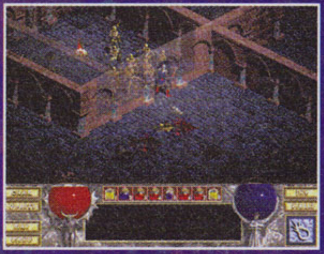
Diablo's heritage guaranteed that this long-anticipated RPG would receive lots of hype while it was in production—the developer, Blizzard Entertainment, also created the classic Warcraft series, so expectations for its next title were high. Not to worry, Diablo lives up to its roots, and RPGs may never be the same.



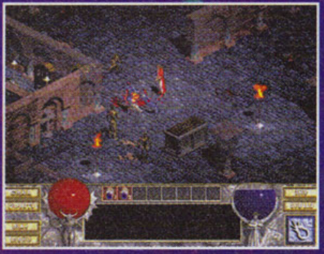
PROTIP: Use the environment to your advantage whenever possible.

Dark Days

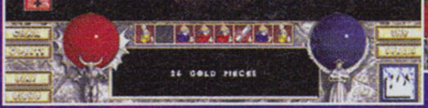
As Diablo opens, the town of Tristram has fallen victim to an evil most foul. Most of the town's denizens have been murdered, and those left alive are slaves to the dark lord that holds the town under its power. Diablo challenges you to travel into the darkest depths of the labyrinth beneath the town, slay this evil being, and free Tristram from its spell.



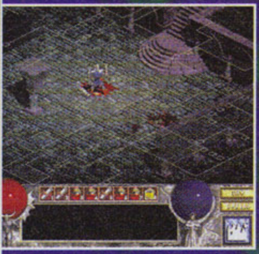
PROTIP: Fight in doorways whenever you can—that way, you have to take on only one enemy at a time.



PROTIP: Keep the fighting at a distance with the sorcerer, especially early on.



PROTIP: The Firewall spell is a handy way to clear out rooms filled with bad guys—before you enter!



PROTIP: Check the map often to make sure you haven't missed any rooms or doors.

Calling All Heroes

Before you can begin your hunt, though, you must decide whether you'll play as a warrior, rogue, or sorcerer. Each has its own strengths and weaknesses. The warrior, for example, is a tough fighter who can duke it out with the best of 'em. He is, however, a little on the dumb side and can't learn as many powerful spells as his counterparts.

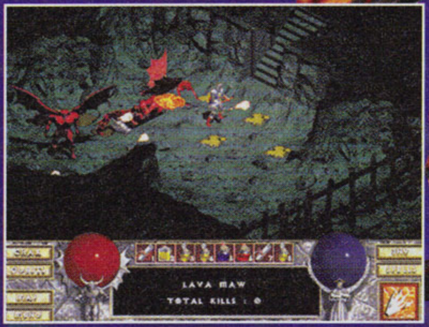
Diablo's action is spectacular to behold. There are more than 200 types of beasts to fight in the dungeons; countless spells to find, learn, and cast; and 16 levels to explore—all rendered in stunning SVGA. The haunting musical score enhances the drama, as do the grunts, groans, roars, and screams of battle.

But best of all, Diablo is different every time you play. The dungeons are randomly generated each time you start a new game, and they're filled with different demons to fight, as well as new spells and magical items to find.

Hack Heaven

The mouse-driven control couldn't be easier. You just click on a beast to attack him, click on a spot on the screen to move there, and right-click to cast a spell.

Diablo's definitely not your typical dungeon hackfest. There's really been nothing like it before on the PC. In fact, its closest rivals are games like Gauntlet or Loaded on the PlayStation, but they really don't compare. Diablo is beautiful, action-packed, simple to play but not to win, and backed with a superb story. Blizzard's done it again. G



PROTIP: The deeper into the dungeons you go, the tougher the opposition gets. Clear all enemies out of the early levels to build up your character as much as possible.

Diablo by Blizzard Entertainment

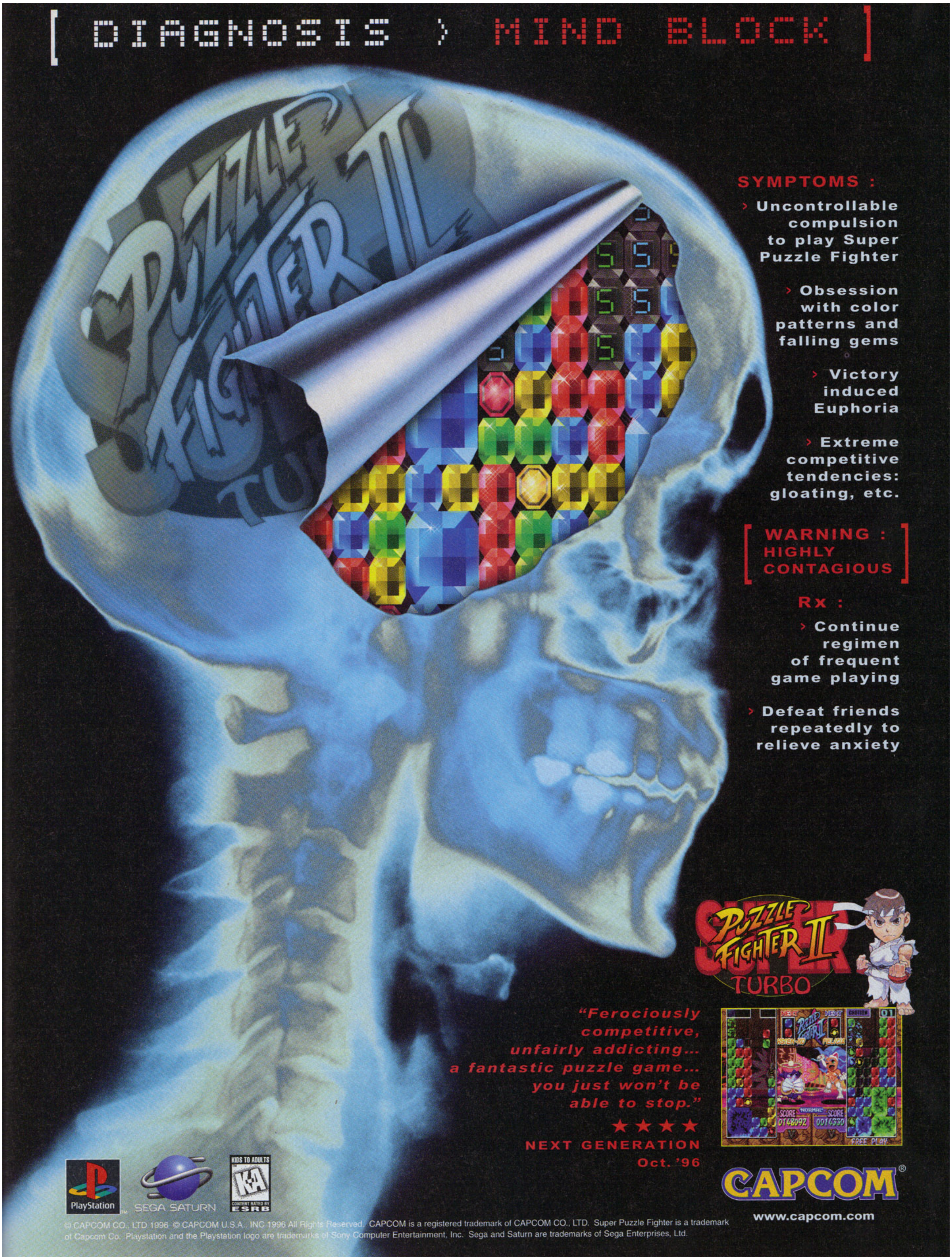
Graphics	Sound	Control	Fun Factor
5.0	4.5	4.0	5.0

$50
Available now
RPG
4 players
16 levels

¾-overhead view
Challenge: Adjustable
Replay value: High
ESRB rating: Not yet rated

Minimum System Specifications

- Win 95
- Pentium 60
- 8 MB RAM (16 MB for multiplayer games)
- SVGA graphics
- Double-speed CD-ROM drive



[DIAGNOSIS › MIND BLOCK]

SYMPTOMS :

- › Uncontrollable compulsion to play Super Puzzle Fighter
- › Obsession with color patterns and falling gems
- › Victory induced Euphoria
- › Extreme competitive tendencies: gloating, etc.

[WARNING : HIGHLY CONTAGIOUS]

Rx :

- › Continue regimen of frequent game playing
- › Defeat friends repeatedly to relieve anxiety

"Ferociously competitive, unfairly addicting... a fantastic puzzle game... you just won't be able to stop."

★★★★

NEXT GENERATION
Oct. '96

Puzzle Fighter II
Turbo
Super Puzzle Fighter II Turbo
SCORE
NORMAL
SCORE
0148092
0016330
FREE PLAY
PlayStation
SEGA SATURN
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
CAPCOM

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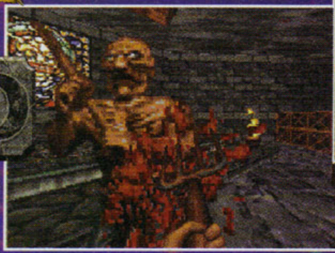
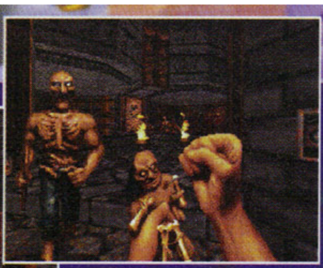
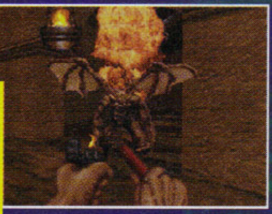
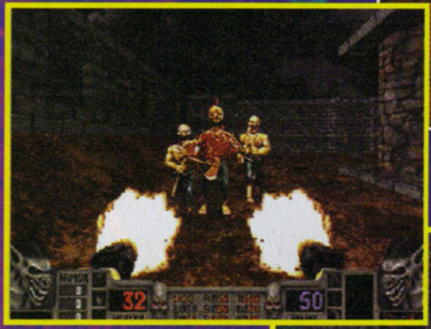
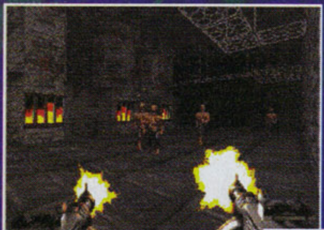
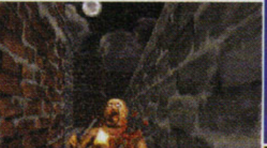
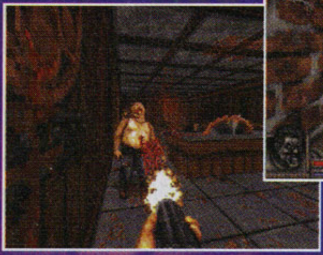
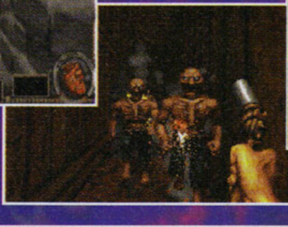
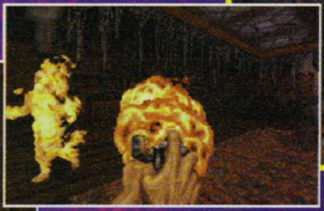
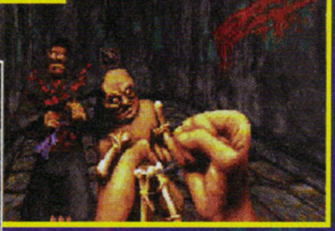
FIRST LOOK

Blood

DOS

From the creators of Duke Nukem 3D comes their latest corridor shooter, Blood. A forgotten god is trying to wipe out the human race, and guess what? You're the only person who can stop it. Armed with weapons like a pitchfork, a voodoo doll, flare guns, and an aerosol can with a lighter, you battle hell hounds, zombies, and gargoyles—just to name some of the evil you'll face. Blood looks full of gore—you can even play soccer with decapitated heads. 3D Realms is out to top Duke, and these screen shots look like it's succeeding.—*Major Mike*

By GT Interactive
Available Summer '97

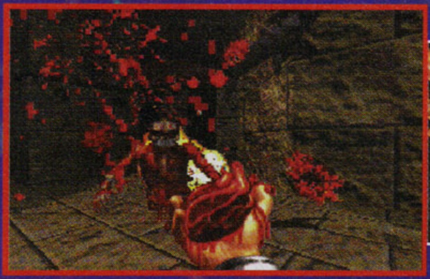
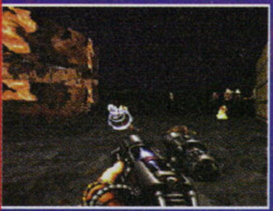
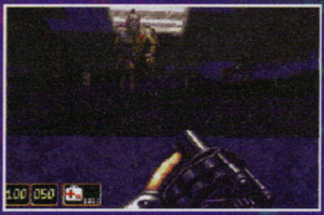
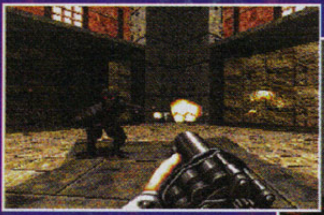
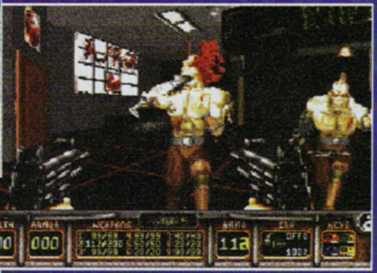
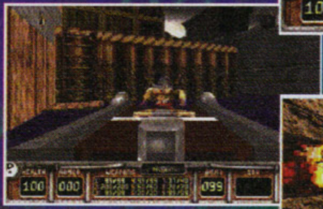
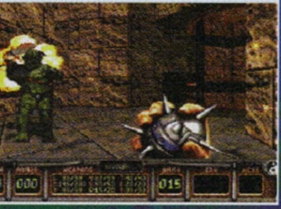
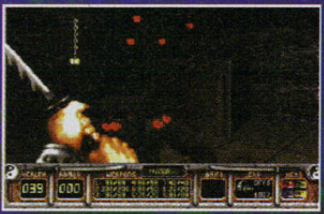
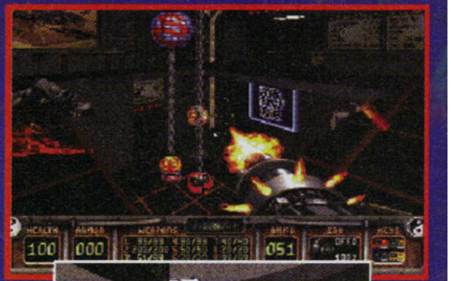
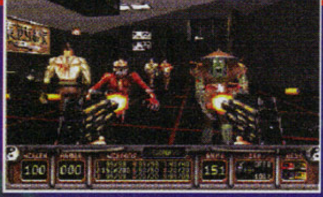
FIRST LOOK

Shadow Warrior

DOS

The 3D Realms mayhem continues with yet another corridor shooter, Shadow Warrior. As a former Navy SEAL (and skilled ninja), you must rescue astronauts held hostage on a defense laser satellite. Not for the faint of heart, Shadow will let you rip hearts from your opponents' chests, and some of your enemies, when defeated, put their guns in their mouths and pull the trigger. You can also drive tanks, forklifts, and boats. In addition to the usual strafing, running, and shooting routine, you can fly and belly-crawl. Stay tuned for more on this awesome title.—*Major Mike*

By GT Interactive
Available Summer '97

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THE SPIDER THAT'S ALSO AN
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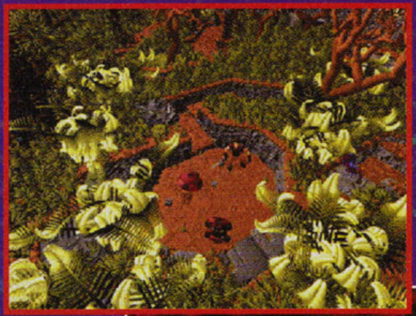
PlayStation
SPIDER

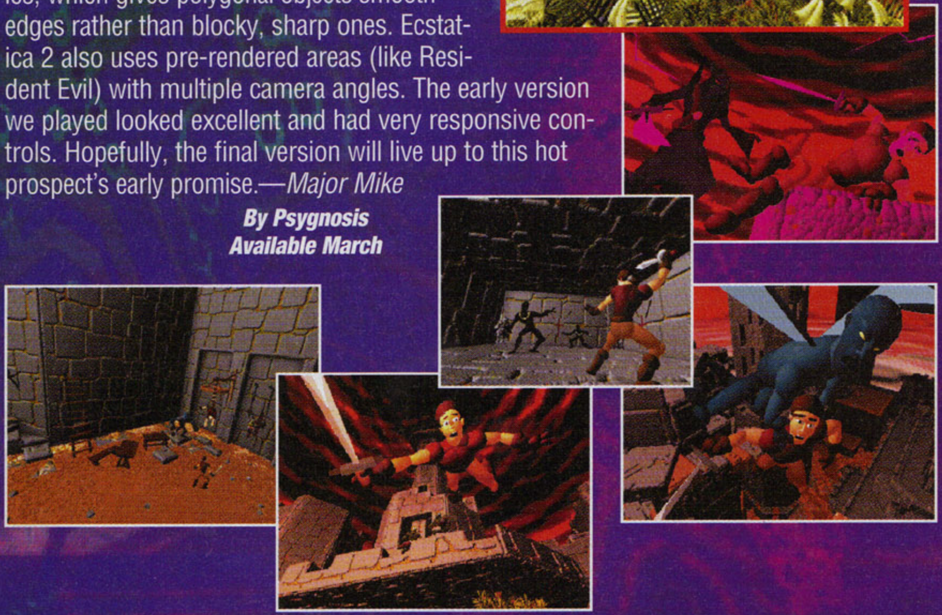
Ecstatica 2

Win 95



Mixing role-playing with fast action, Ecstatica 2 looks like a very intriguing title. Playing as a young warrior, you return to your castle only to find it overrun with demons. The game's most innovative feature is "ellipsoid" graphics, which gives polygonal objects smooth edges rather than blocky, sharp ones. Ecstatica 2 also uses pre-rendered areas (like Resident Evil) with multiple camera angles. The early version we played looked excellent and had very responsive controls. Hopefully, the final version will live up to this hot prospect's early promise.—*Major Mike*

By Psygnosis
Available March

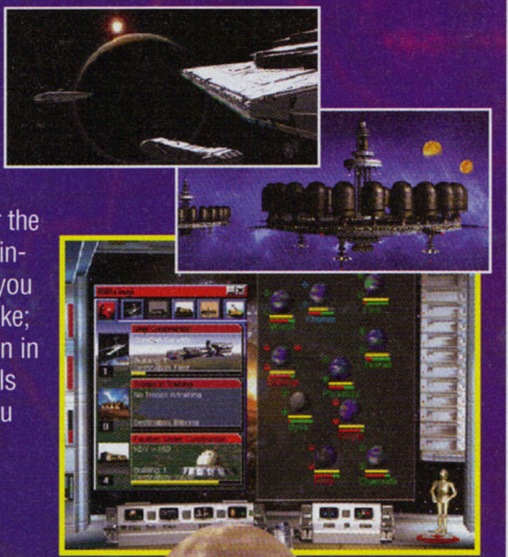


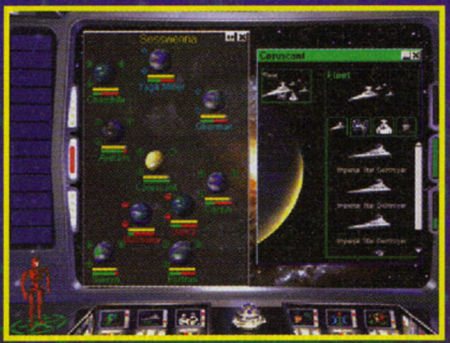
Rebellion

Win 95

LucasArts is giving you a shot at running the battle between the Rebels and the Empire in this two-player real-time strategy game that lets you play either side. Set after the destruction of the first Death Star, Rebellion involves two modes of play: strategic, where you grow resources, design missions, and the like; and tactical, where space warfare goes down in real-time 3D. To win, you must achieve goals like killing Skywalker or Darth Vader, but you must also gain control of the galaxy.
—*Air Hendrix*

By LucasArts
Available Spring '97





EIGHT LEGS
AND HEAVILY ARMED.

You're trapped in the body of a cyborg spider. Creeping down drain pipes. Crawling on ceilings. Wandering through

over 30 levels in six 3D worlds. You're picking up missile launchers, slashers and other deadly weapons as you

fight cyber rats, mantises and wasps. Needless to say, you're not an itsy bitsy spider.

PlayStation
SPIDER

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KIDS TO ADULTS
CONTENT RATED BY ESRB
PlayStation

Cruis'n WORLD

The follow-up to Cruis'n USA goes worldwide with more tracks, more cars, and more secrets. Here are some hidden goodies that'll keep you Cruis'n at the arcades for hours!

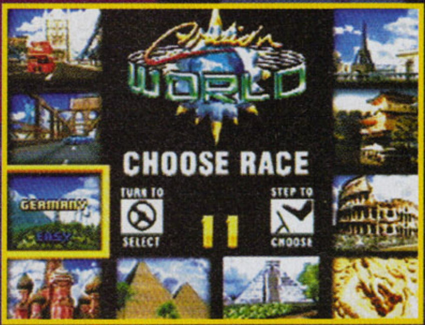
By Bruised Lee

Cruis'n World is much more than a sequel to last year's hit, Cruis'n USA. Not only does Cruis'n World have new cars, it has new gameplay mechanics that enable players to perform stunts and avoid nasty head-on collisions. New courses offer hidden paths and interesting shortcuts that keep the action fast-paced and challenging. These strategies and tricks will steer you straight into the winner's circle.

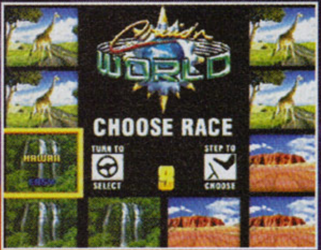
Pre-Race Tricks

These pre-race options open a whole new World of racing possibilities.

Hidden Track Menu

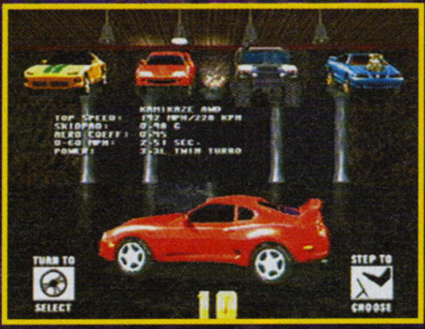

CHOOSE RACE
GERMANY
EASY
TURN TO SELECT
STEP TO CHOOSE
11

At the track menu, press and hold View 3 to select the hidden tracks.

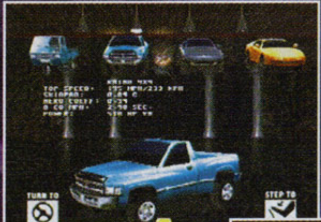

CHOOSE RACE
HAWAII
TURN TO SELECT
STEP TO CHOOSE
9

In the hidden track menu, you can select four separate tracks that aren't available in a normal race.

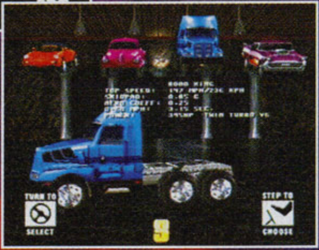
Hidden Cars


KAMIKAZE AWD
TOP SPEED: 192 MPH/228 KPH
SKIDPAD: 0.90 G
AERO COEFF: 0.35
0-60 MPH: 2.51 SEC.
POWER: 3.3L TWIN TURBO
TURN TO SELECT
STEP TO CHOOSE
10

When choosing your vehicle, you can select from two separate classes of hidden cars and a multitude of car colors.


TURN TO SELECT
STEP TO CHOOSE
8

To access the first class of hidden cars, press and hold View 1. You'll get a new set of cars.

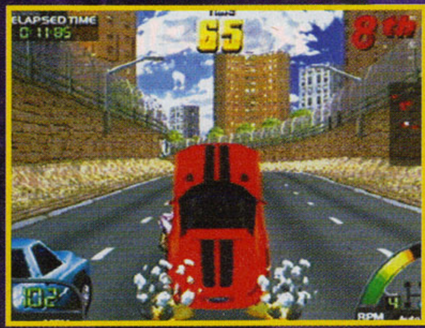

TURN TO SELECT
STEP TO CHOOSE
9

To access the second class, press and hold View 2 when selecting your vehicle. You can change the color of the vehicles by tapping View 3 as you press and hold View 1 or View 2.

Racing Stunts and Tricks

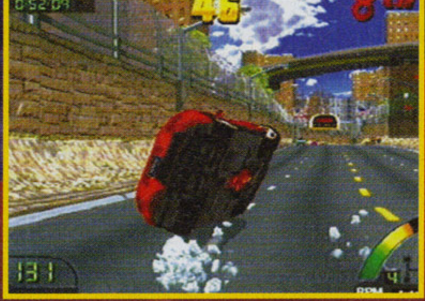
In Cruis'n World, each vehicle can perform several new stunts to keep the action from running out of gas.

Two-Wheel Action

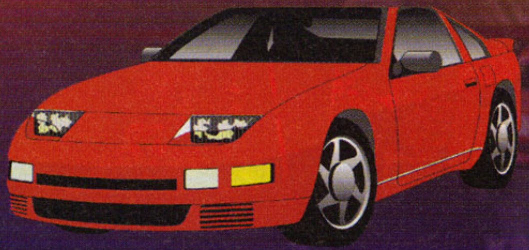

ELAPSED TIME
0:11:85
65
8th
102
RPM

The first basic skill to learn is how to make your car pop a wheelie. This yields two benefits in a race: It gives you a quick burst of speed and it enables you to jump over oncoming cars.

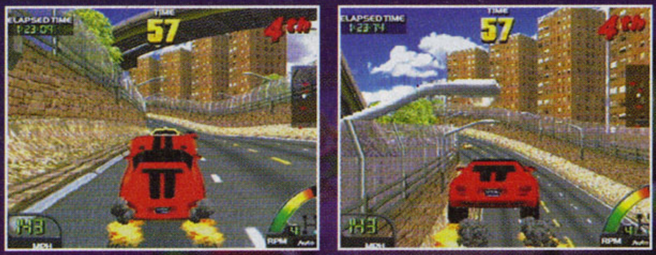
Banking


ELAPSED TIME
0:52:09
46
8th
131
RPM

To bank your car up on two wheels, tap the gas pedal once and quickly turn the wheel to the left or right. This is a great way to get your vehicle around sharp turns.

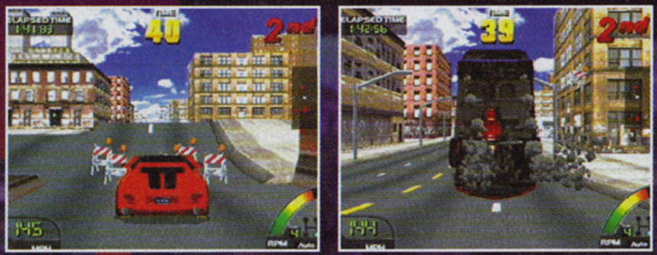


Wheelies



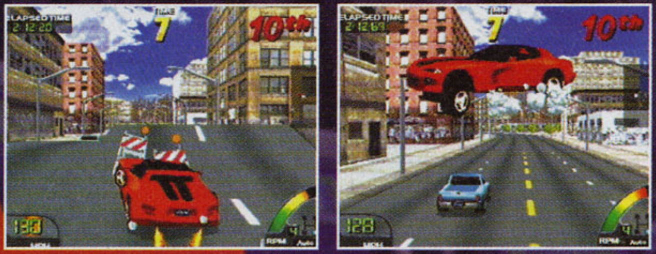
When you see an oncoming vehicle, give your car plenty of room to pop the wheelie. This is recommended only if you can't maneuver your vehicle away from oncoming cars.

Flips



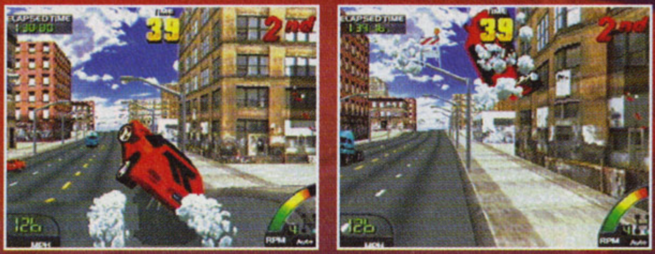
Look for ramps and pitched slopes to use to send your car airborne. You can make your car do a midair flip by popping a wheelie (tap the gas twice) when on a ramp.

Spins



To execute a midair horizontal spin, sharply spin the wheel left or right as soon as your car hits the ramp.

Rolls

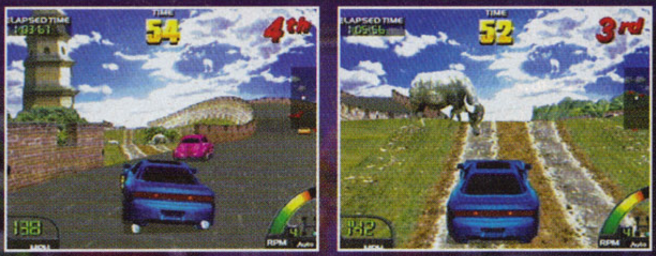


To do a midair barrel roll, pump the gas pedal once and spin the wheel to the left or right when you're on the ramp.

Hidden Paths and Course Shortcuts

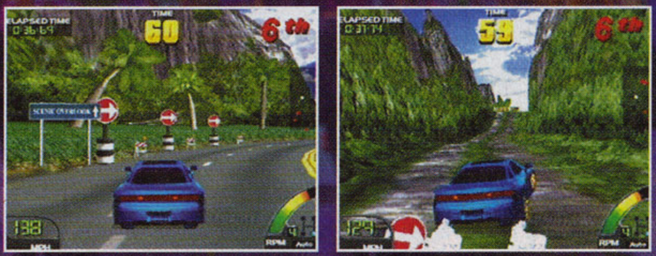
Not every track in the game has a secret path, but the ones that do can take time off your laps and help you overtake other racers.

China



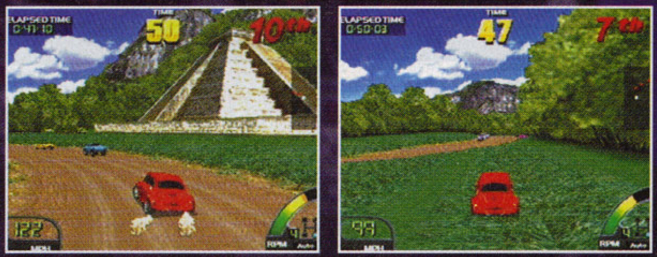
China has two hidden paths, both on the Great Wall of China. They always appear on the left side as small breaks in the wall.

Hawaii



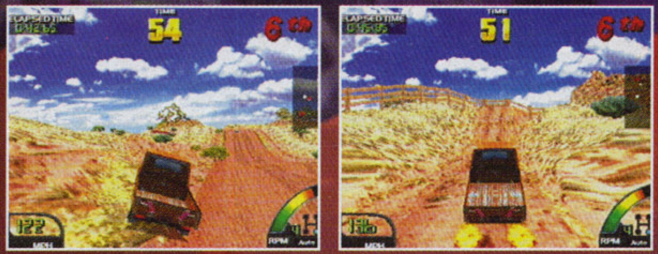
About 30 seconds into the Hawaiian race, you'll come upon a sharp left turn that has several signs telling you to turn left. Drive straight through the signs and onto a hidden path.

Mexico



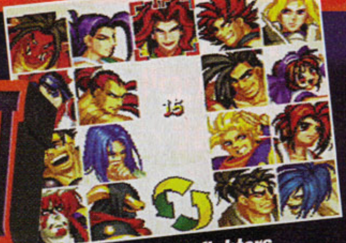
After the first two checkpoints in Mexico, you'll see a large temple on the right side of the track. Drive off the track and through the bushes at the end of the temple to find the hidden path.

Australia

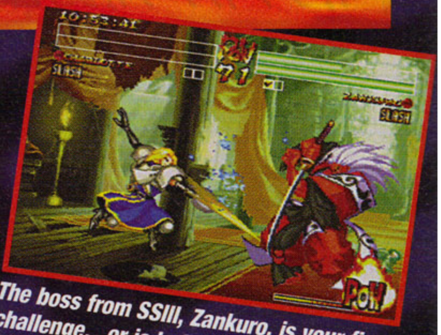


Shortly after the first checkpoint in Australia, you'll come upon a small dirt path to the left of the course with tire tracks on it. Drive your vehicle onto the dirt path, and it'll run into the hidden shortcut.

SAMURAI SHODOWN IV
AMAKUSA'S REVENGE



A lineup of 17 fighters



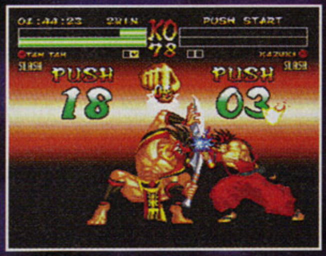
The boss from SSIII, Zankuro, is your final challenge...or is he?

By The Union Buster

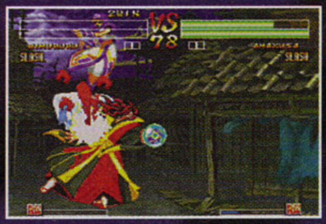
Going for a fourth round of hack-n-slash fighting, SNK pulls out all the stops with Samurai Shodown IV, an excellent entry to the series and the best since SSII. Its combos may not have the depth of Street Fighter Alpha 2 or Soul Edge, but for easy-to-pick-up gameplay and great visuals, Shodown IV is worth a match or two.

Shodown IV brings back Charlotte, Jubei, and Tam Tam, while introducing two new fighters. The two additions have some interesting moves, but they pale in comparison to stout veterans like Haohmaru and Nakoruru.

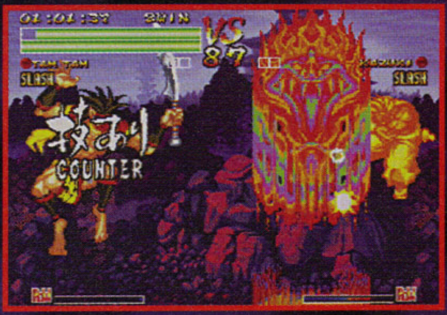
Even though the combo system is limited, there are still some devastating super moves that can kill an opponent outright when executed under certain conditions. Fans of earlier Shodown entries will definitely not be disappointed with this Shodown.



PROTIP: When you lock weapons with an opponent, tap any button as fast as you can; the first player to reach 21 on the counter will disarm their opponent.



PROTIP: Rimururu's Floating Iceberg is a great way to stop opponents who jump often.



PROTIP: Tam Tam's Flaming Demon is one of the most effective special moves; even when blocked it drains your life meter.

Sound

4.5

The music ranges from the beautifully hypnotic melody for Nakoruru to the obnoxious and grating guitar riffs for Genjuro. The voices are intelligible, and the weapons resound with effective clashing and slashing effects.

Fun Factor

4.5

Shodown IV is a refreshing entry to the series. You don't have to be a fighting master to enjoy it, and the returning exiled characters from the first and second games make it worthwhile.

Graphics

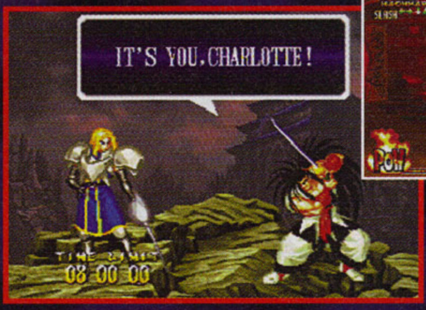
4.5

The fighters have superb animation; several fighting stages are outright beautiful; and the special moves look awesome. The images distort, however, when the camera quickly zooms in and out.

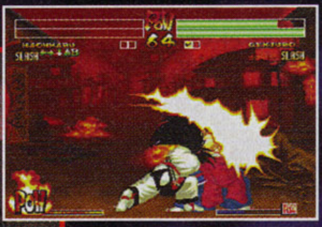
Control

4.5

Special moves are easy to execute, and there are some limited combos. The various two-button-simultaneous techniques, like sidestepping, are an added plus.

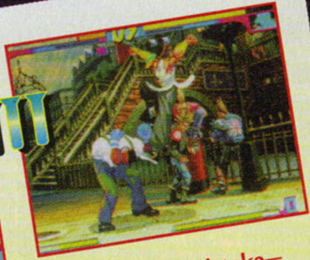


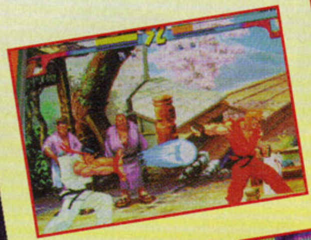
Fighters who didn't make the cut for Shodown III—Charlotte, Jubei, and Tam Tam—make a welcome return.

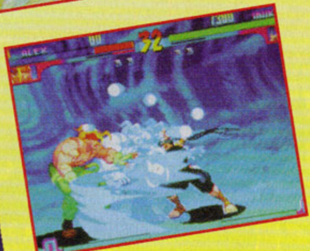


PROTIP: When the POW meter is maxed out, avoid performing a meter-draining super move; your regular special moves do more damage.

Street Fighter III







No, it's not a mistake—the long-awaited sequel to Street Fighter II does exist! Called Street Fighter III: Next Generation, the game is still 2D, but it has all-new animations and characters. No release date yet, but we'll have more on this sure-fire hit as it develops, so these screens will have to do for now.

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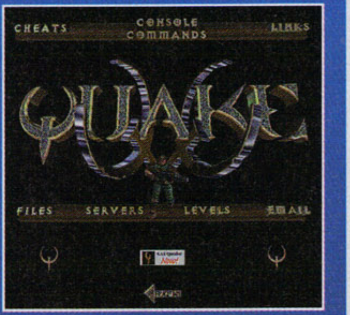
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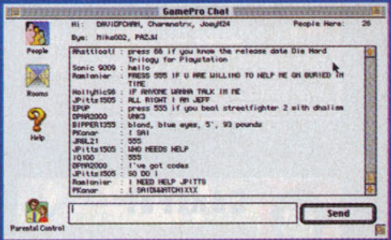
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Hi:   DAVIDFCHAM, Charenatrx, JoeyM24          People Here:   26
Bye:  Mike002, PAZJM
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              Trilogy for Playstation
Sonic 9009  : hallo
Ramlonier   : PRESS 555 IF U ARE WILLING TO HELP ME ON BURIED IN
              TIME
HollyMic98  : IF ANYONE WANNA TALK IM ME
JPitts1505  : ALL RIGHT I AM JEFF
EPUP        : press 555 if you beat streetfighter 2 with dhalism
DPMA2000    : WW3
BIPPER1355  : blond, blue eyes, 5', 93 pounds
PKonar      : I SAI
JRBL21      : 555
JPitts1505  : WHO NEEDS HELP
IQ100       : 555
DPMA2000    : I've got codes
JPitts1505  : SO DO I
Ramlonier   : I NEED HELP JPITTS
PKonar      : I SAIDWATCHIXIX
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Soul Blade

(By Namco)

By Johnny Ballgame

Challenge adj Level

TEEN T AGES 13+

Replay? HI

Price not available

Available now

Fighting

2 players

Fun Factor

5.0

Namco's tradition of top-fisted fighting games continues with Soul Blade, a title that combines the familiar feel and gameplay of Tekken with its own touches of superior graphics, fantastic features, and a deadly arsenal of weapons. Soul Blade heads the early list for best fighting game of the year.

Graphics

5.0

Soul Blade offers stunning 3D characters, amazing light-sourcing where you actually see day turn to night during a match, and beautifully detailed backgrounds that are sugar to both the eyes and the soul.

Control

5.0

Combos, juggles, throws, dodges, counters, and weapon lock-ups highlight the championship-caliber control. If you block too much, your weapon shatters and you're forced to fight the rest of the round with your bare hands.

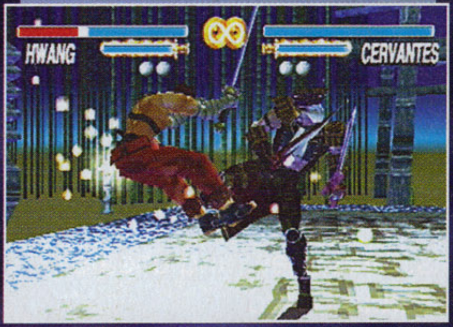
Sound

4.5

Mesmerizing music and realistic-sounding sword-clanking provide your ears with magic, but the announcer's voice at the end of each match becomes annoying.

Soul Blade blazes into the fighting game arena with a unique combination of barbaric brawls, wicked weapons, and head-knocking gameplay. It features the best-looking 3D characters to date, superstar special effects that include glowing weapon trails, and a devastating list of moves, combos, and options that dominates every fighting game on the market today—including Tekken 2.

CERVANTES

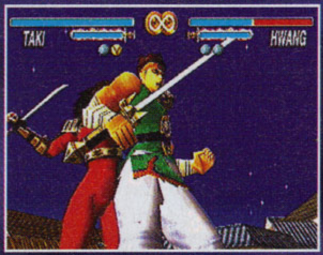


PROTIP: Do Cervantes's Charging Roundhouse by tapping →, (→ K).

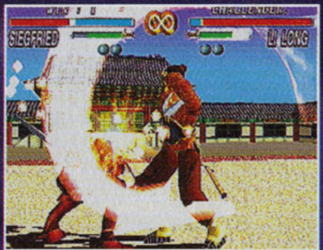
Where's Voldo?

The game takes place in the 15th century where war is rampant and rumors of the world's most powerful sword, the Soul Blade, have drawn 10 raging warriors into battle for the mysterious weapon. Each combatant represents a unique style of fighting and uses weaponry particular to their native land, such as Taki, a knives expert from Japan who's eager to slit your throat, and Li Long, a Chinese assassin who's a nunchaku master.

Soul Blade offers Arcade, Versus, and Survival battles, but it's the Edge Master mode

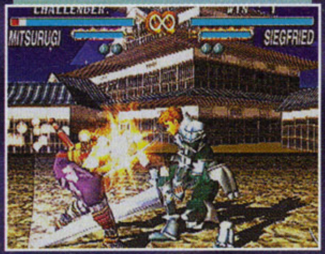


PROTIP: When in close, press (VA G) to do special moves on your opponent.



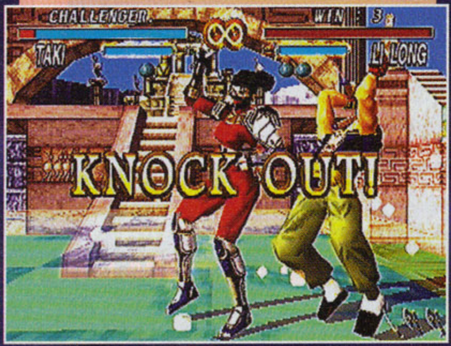
PROTIP: The Critical Edge super moves are performed by pressing (HA VA K).

SIEGFIED



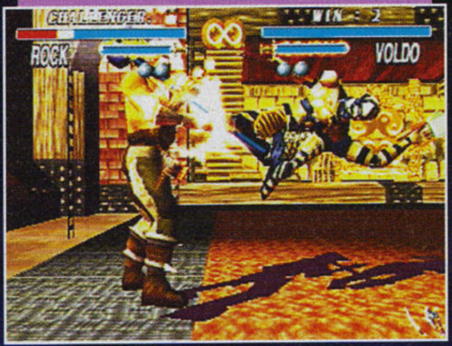
PROTIP: Tap VA, VA, VA to smash your enemy with Siegfied's Brain Masher.

TAKI



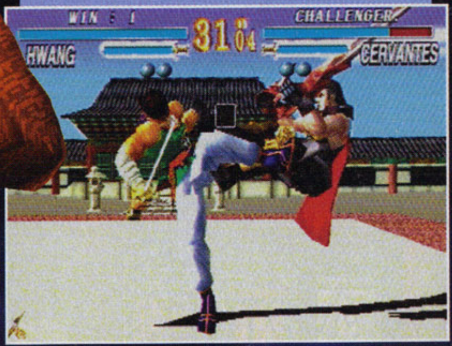
PROTIP: Taki's Silent Storm is executed by tapping VA, VA, HA, K.

VOLDO


CHALLENGER
WIN : 2
ROCK
VOLDO

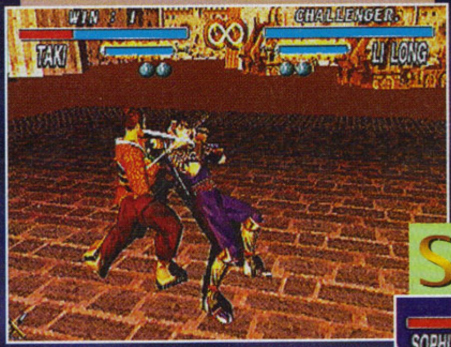
◄ **PROTIP: Attack with Voldo using his Rat Chase & Kick by tapping (↓ HA), HA, HA, K.**

HWANG


WIN : 1
31
CHALLENGER
HWANG
CERVANTES

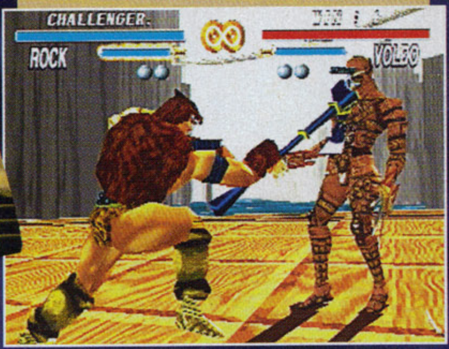
PROTIP: To execute Hwang's Triple Kick, tap →, (→ K), K, K.

LI LONG


WIN : 1
CHALLENGER
TAKI
LI LONG

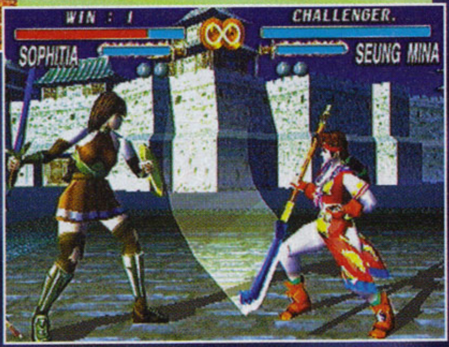
PROTIP: Li Long's Last Breath devastates enemies whose backs are turned. Tap (G HA) when behind your opponent.

ROCK


CHALLENGER
ROCK
VOLDO

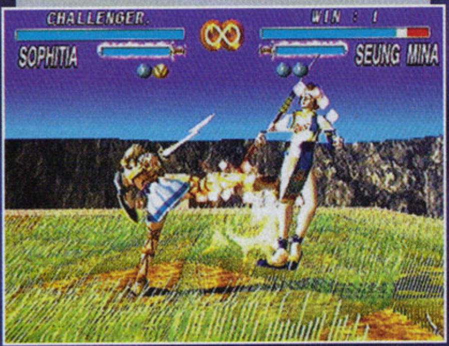
PROTIP: Rock's Demolition Strike is a powerful attack. Tap (→ HA), HA, VA.

SEUNG MINA


WIN : 1
CHALLENGER
SOPHITIA
SEUNG MINA

PROTIP: Seung Mina's Orion Express is performed by tapping (HA VA), (← HA).

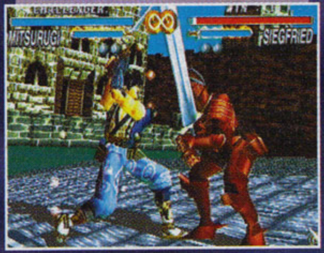
SOPHITA


CHALLENGER
WIN : 1
SOPHITIA
SEUNG MINA

► **PROTIP: To do Sophita's Tricky Tangle, tap HA, HA, ↓, K.**

that pushes the game ahead of its competition. This mode allows you to take one character through a series of fights and collect new weapons unique to that fighter upon victory. For example, after defeating her first opponent, Taki has the option to trade in her knife for a bladed fan that does more damage but is slower to strike. So depending on whether you prefer to fight with speed or power, you now have the option to use the weapon that best suits you, adding an entirely new level to your fighting strategy. You can then store the weapons on a memory card and use them in any mode you chose, including the two-player Versus mode.

MITSURUGI

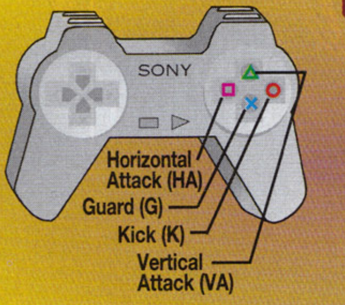

MITSURUGI
SIEGFRIED

PROTIP: Tear into opponents with Mitsurugi's Triangle Cutter by tapping VA, VA, HA.

Taki This, and That

Savage moves enable you to beat, stab, slice, and dice opponents with vicious violence that is sure to excite fight fans to unbelievable heights. Bow down to the new king of fighters, and the first gotta-play-it game of the year. G

Controller Legend


SONY
Horizontal Attack (HA)
Guard (G)
Kick (K)
Vertical Attack (VA)

HA = Horizontal Attack
VA = Vertical Attack
G = Guard
K = Kick
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Spider

(By BMG)

By Scary Larry

Price not available	Action/adventure
Available now	1 player

KIDS TO ADULTS K-A AGES 6+

Replay? HI

Challenge adj Level

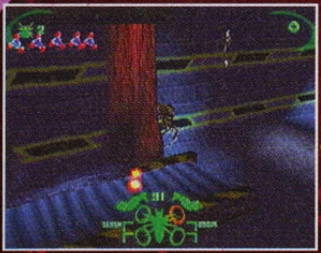
Creepy, crawly, and deadly, Spider offers slithery gameplay that should catch gamers in its web, enthralling them for hours.

Arach Attack

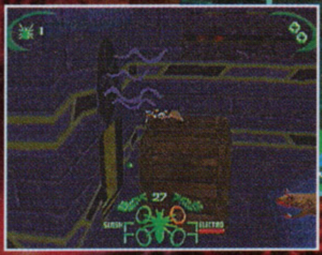
The premise: A scientist is accidentally turned into a spider by terrorists of a rival techno-corporation. The now eight-legged scientist must fight through various obstacles to regain his geeky body.

The levels are diverse, such as a warehouse, a lab, or a city sewer, and involve leaping from area to area while avoiding wasps, rats, scorpions, and black widows. You gather cyber-legs to power up your arachnid ass-kicker and give him weapons like a flamethrower, missiles, and smart bombs. You can also hang and swing from a web.

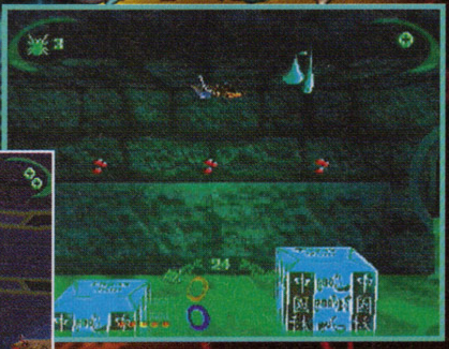
You'll need all your Spider powers for this game, which can be frustrating (especially when precise leaping is required), but in the end you'll find it's worth it. Spider will snare you in a web of fun.



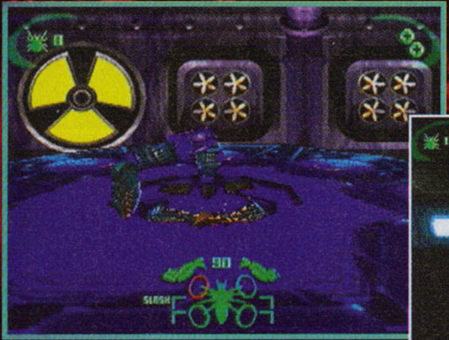
PROTIP: Many items are hidden in areas you can't see onscreen. Always crawl on every surface, like these deadly furnaces, to switch the viewing perspective.



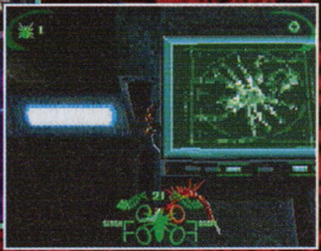
PROTIP: Check for hidden areas behind danger spots, like this fan. That striped wall panel is a hallway to the two alternative exits to this level (Factory Machine Room).



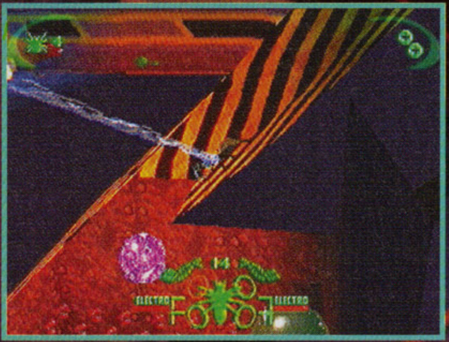
PROTIP: In the sewers, walk on the walls instead of hopping from box to box. It's easier to spot dangerous dripping slime this way.



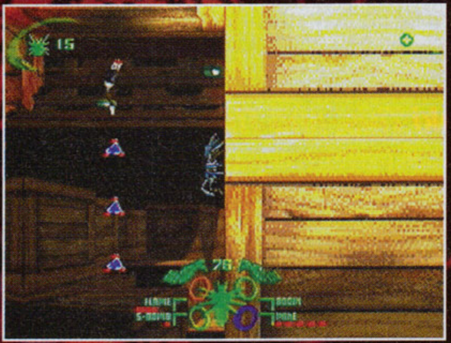
PROTIP: To beat the first boss, watch the pattern of his movements. After he slams the ground, slash him or use a special attack. When he spins around, jump over his arm.



PROTIP: Since you can't see every enemy, use the missile's targeting system to inform you of enemies lurking around corners or above you on ledges.



PROTIP: Some weapons work better than others against certain enemies. The Electro is ineffective against the black widows, but very effective against the rats.



PROTIP: A weapon you pick up replaces whatever is in the active slot, so if you have an active weapon that you like, switch to another slot.

Graphics 4.5

The levels are sparse but functional, with rendered obstacles like falling beakers and lab walls. The cinematics are superb. You sometimes lose sight of the spider in tunnels, though.

Sound 4.5

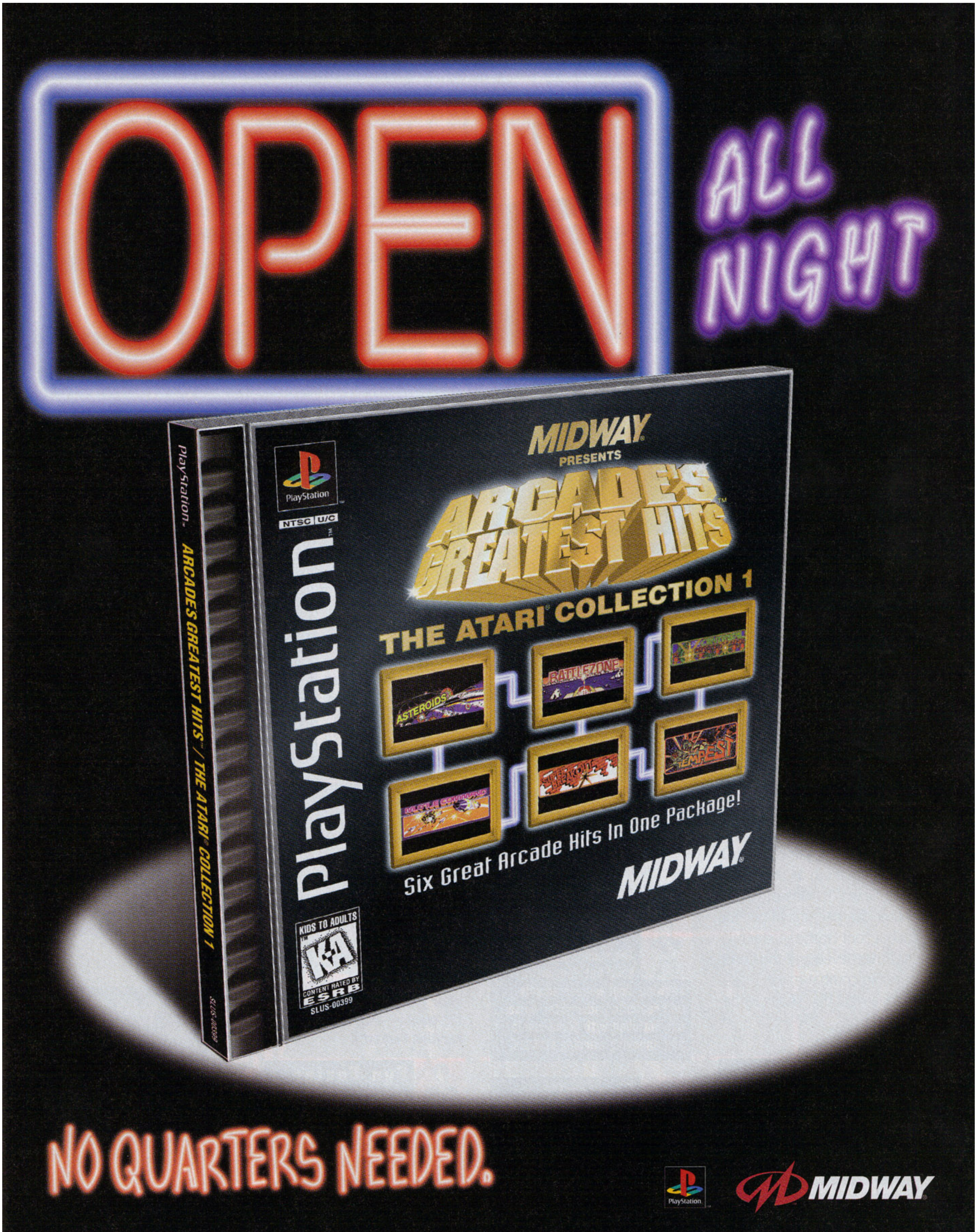
The constant beat heightens the tension during the tough stages, but does little else. Unobtrusive music is just what a game like Spider needs.

Control 4.0

Learning the spider's moves means thinking like a spider, which soon becomes second nature. You easily pick up crawling around ledges and out of tight spaces.

Fun Factor 4.5

Smooth gameplay makes Spider fun, while long stages, multiple exits, and hidden items give Spider high replay value. Still, gamers looking for fast arcade action should stay away.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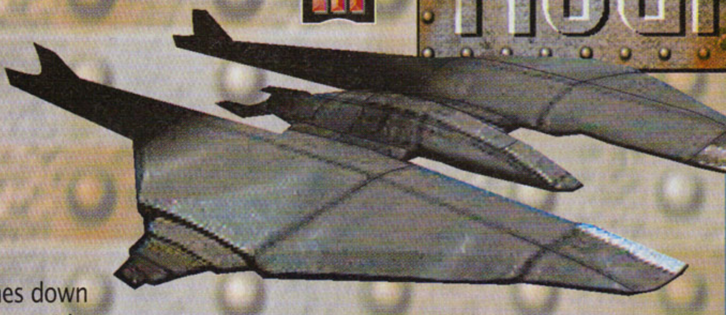
TIGERSHARK

Tigershark
(By GT Interactive)
By Air Hendrix

Challenge adj Level
NOT YET RATED
Replay? HI

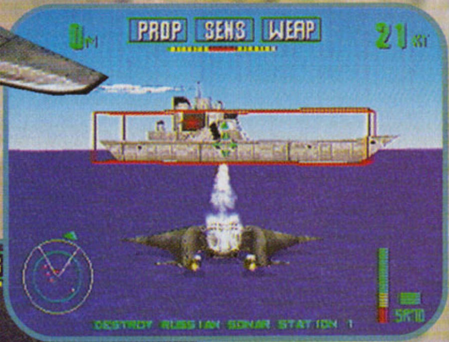
$54.99
Available March
Sea combat
1 player
8 levels
3 views



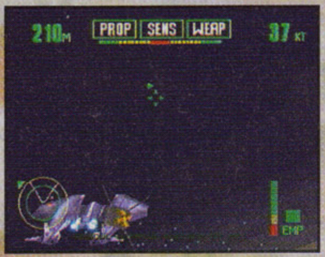
Tigershark splashes down on the PlayStation with some engaging twists on the combat-at-sea tale. Piloting a slick craft that both plunges below the waves like a sub and rockets across them like a speedboat, you set out to prevent an eruption in an underwater geothermal installation. You're well-armed with bullets, a vast array of missiles, and defensive countermeasures.

The missions pose predictable tasks like destroying sonar sites and defending friendly subs, but enemy hordes hound you all the way. The need for stealth against such superior numbers makes for enjoyable strategy, but the action's more about finishing missions than bustin' chops.

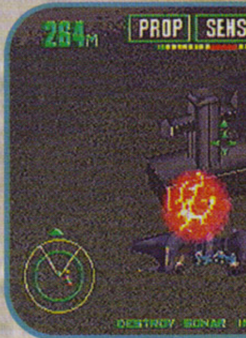
Tigershark's gameplay isn't quite as riveting as that in Black Dawn, its closest competitor. But the thrill of piloting such a cool craft, the steep challenge level, and the fairly gripping combat make Tigershark a fight that shouldn't be passed up. G



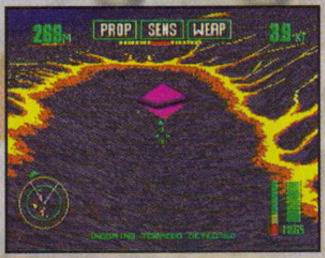
PROTIP: Use unguided missiles, like SR70s, to take out stationary targets.



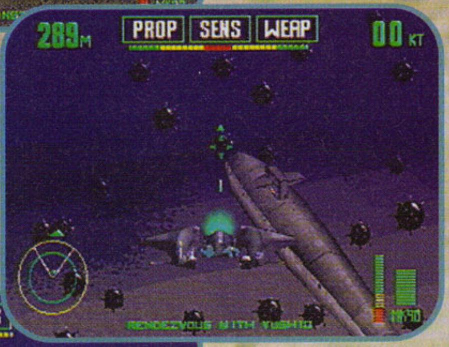
PROTIP: If you see a missile hot on your tail, juke wildly and deploy countermeasures (ECM) right away.



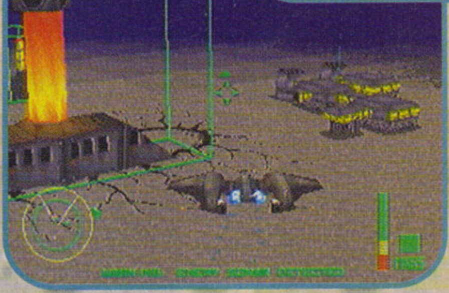
PROTIP: Taking out enemy sonar sites should be your top priority as they're responsible for flooding your position with enemy craft.



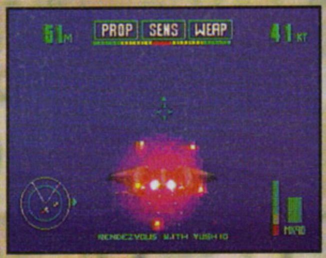
PROTIP: When you complete mission objectives or defeat big targets, keep an eye out for these replenishing power-ups—you'll never finish the missions without them.



PROTIP: To free the submarine Yushio from these mines, shoot those surrounding the front of the ship, and then it will glide out on its own.



PROTIP: Use sonar pings only after you've been detected by the enemy—they reveal your position instantly.



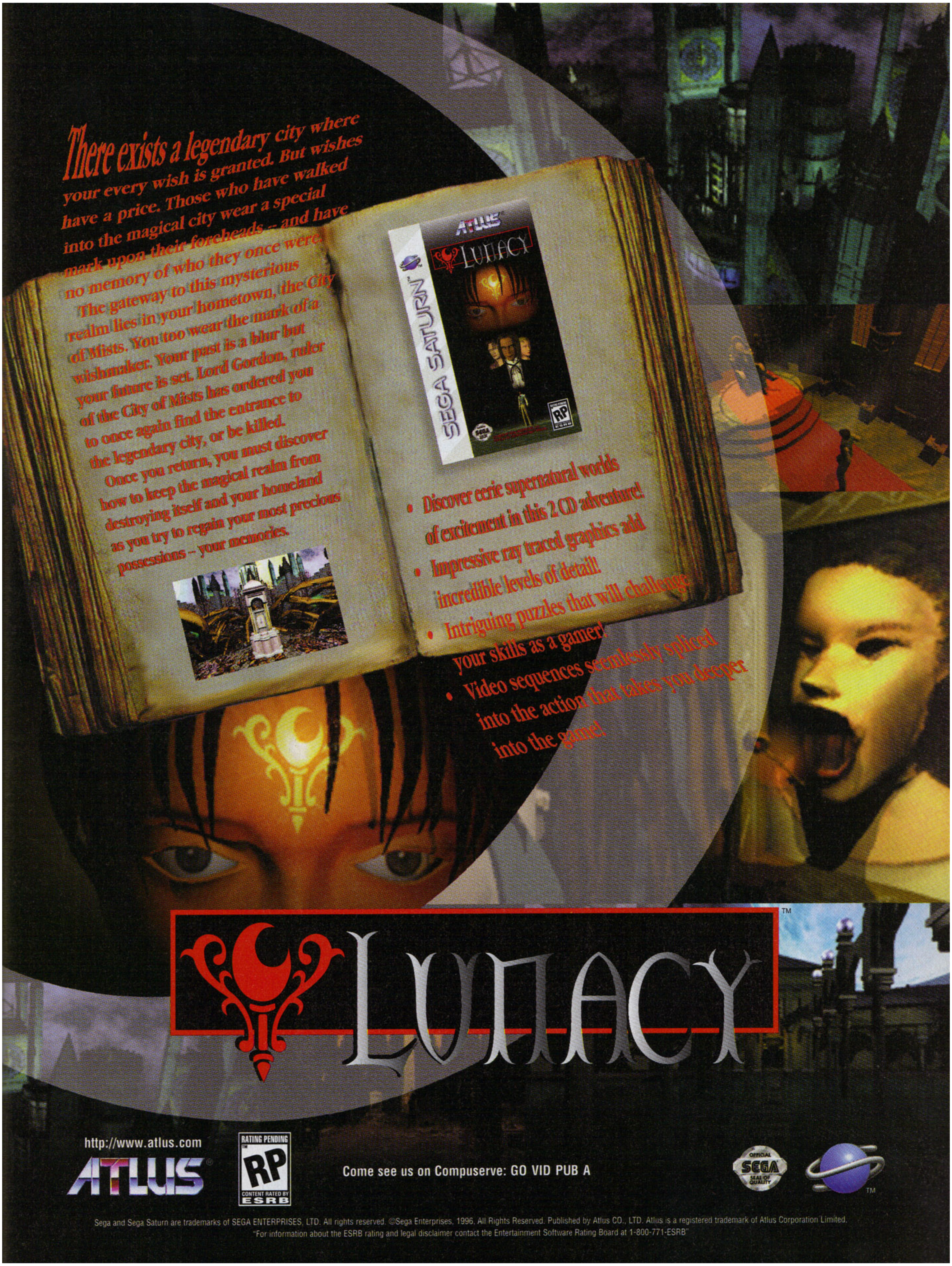
PROTIP: If you're getting hosed, head for the surface. There are usually fewer enemies there, and you can travel much faster.

Sound
3.5
The sounds make a solid but uneventful showing. Cool weapon sounds and realistic underwater noises are matched with bland music and annoying warning klaxons.

Graphics
4.0
Tigershark's visuals shine with sleek, detailed vehicles and excellent visual effects like the screen-rocking whirlpools. But the static water and problems with breakup and redraw mar the show.

Control
4.0
Getting up to speed on the basics of this sweet ship is no trouble. Navigating in the fully 3D undersea areas is tricky, but it gets easier the more you play.

Fun Factor
4.0
Zipping around above and below the waves is flat-out exhilarating! The action focuses too much on completing objectives, but there's still plenty of intense combat. Tigershark's a solid shooter.



There exists a legendary city where your every wish is granted. But wishes have a price. Those who have walked into the magical city wear a special mark upon their foreheads -- and have no memory of who they once were.

The gateway to this mysterious realm lies in your hometown, the City of Mists. You too wear the mark of a wishmaker. Your past is a blur but your future is set. Lord Gordon, ruler of the City of Mists has ordered you to once again find the entrance to the legendary city, or be killed.

Once you return, you must discover how to keep the magical realm from destroying itself and your homeland as you try to regain your most precious possessions -- your memories.

- Discover eerie supernatural worlds of excitement in this 2 CD adventure!
- Impressive ray traced graphics add incredible levels of detail!
- Intriguing puzzles that will challenge your skills as a gamer!
- Video sequences seemlessly spliced into the action that takes you deeper into the game!

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Codename: Tenka

(By Psygnosis)

By Atomic Dawg

$59.99
Available March
First-person shooter
1 player

Challenge adj Level
MATURE M AGES 17+
Replay? MED

Codename: TENKA

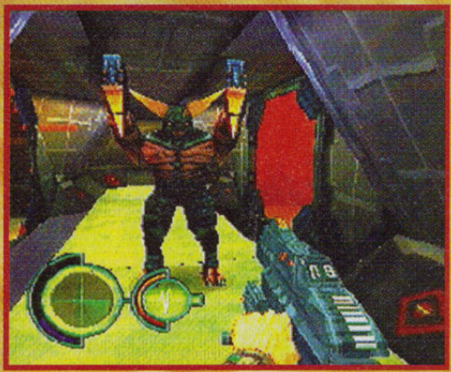
You're trapped in a desolate space colony, mutants and robots hunting you, a brain-splitting voice in your head...and your name is Tenka. What you need is a powerful gun!

Sharp rendered cinemas reveal that you're the victim of a corporate scheme to turn social outcasts into bio-weapons.

Codename: Tenka arms you nicely for a first-person shootout that's solidly in line with Doom, Disruptor, and Alien Trilogy. Set in a violent future, Tenka's 31 levels pit workmanlike gunplay against aggressive enemies. Blasting monsters and figuring out which devices to shut down to escape the levels eventually arms you with three weapons that power up into nine selectable forms of firepower.

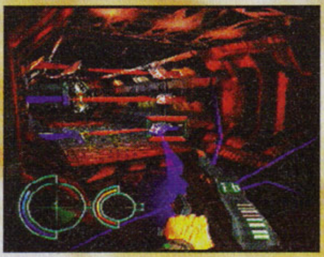
The controls are stressful at first. Learning to aim up and down using L1 and L2 can be frustrating; you'll take more hits and waste more ammo than you should.

But just when you feel like swearing, some ugly mutant charges you, and the ensuing adrenaline rush reminds you why you play video games. Tenka is trigger-happy fun. G

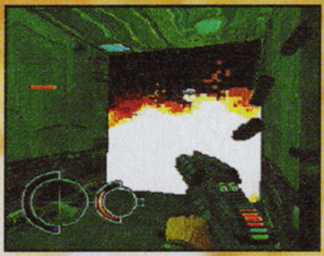


PROTIP: Since aiming up and down can take time, heed radar warnings and set up shots ahead of time. Press L1 and L2 to guess the height of your enemies before you face them.

PROTIP: Explosions from your own missiles, grenades, and mines can damage you.

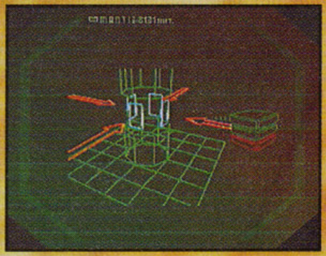


PROTIP: Lasers or missiles are best for destroying automated defense systems.

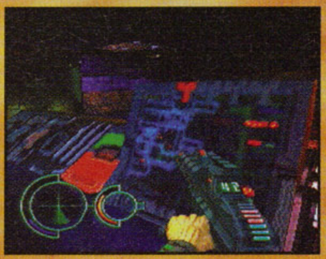


PROTIP: The auto-targeting gunsight reveals objects that need shooting, even if they don't look like it.

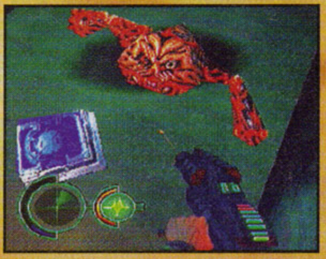
PROTIP: When radar reveals a tough enemy lurking around a corner, aim at the wall or structure. The auto-targeting gunsight may enable you to shoot through it.



That voice in your head is Zenith, a microchip implant that also discloses visual clues as you progress through the game.



PROTIP: Control panels are not apparent. When the Object Detection alarm sounds, look for a switch and press R1.



PROTIP: When an area's infested with vicious little Bionids, keep your weapon aimed toward the floor as you move.

Fun Factor

4.0

Aggressive enemies, cool-looking firepower, impressively detailed 3D settings, and 31 levels make Tenka a gunfight worth fighting.

Sound

4.5

Tenka's sounds are fun. The voices effectively move the story along, especially your own anguished drawl as you talk to yourself between levels. The techno funk pumps your adrenaline.

Graphics

4.5

Tenka's dark laboratory-like interiors are first-rate, the creepy creatures (like the spiders with human faces) are horrific, and the jerky animation as your gun pumps rapid fire is sweet.

Control

3.5

The controls are an acquired taste. It takes two button presses to strafe in one direction, and using L1 and L2 to aim up and down can be painfully time-consuming.

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Rendered cinemas show the story of your quest.

Hexen

(By GT Interactive)

By Major Mike

PROTIP: Be careful whenever you near the water; sea serpents may be lurking underwater, waiting to attack.

Hexen features a unique blend of Doom-like first-person corridor shooting and role-playing elements, but loose controls and choppy graphics hex the game.

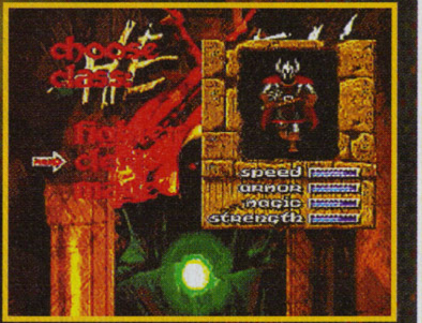
Placed in a medieval sword-and-sorcery setting, you choose from one of three warriors—a cleric, a warrior, or a mage—each with different attributes. The three fighters lend variety as each is equipped with spells and weapons that get more powerful during the game.

HEXEN

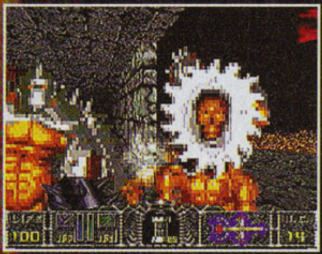
The visuals and audio are a mixed lot. Graphically, there are some arresting elements like fiery skies and blowing leaves. Moving through the surroundings, however, is a slow, choppy affair with heavy pixelization on the enemy monsters. The music is innocuous, but the sound effects provide a variety of screams, grunts, and groans.

The controls are pretty responsive but you sometimes slide while running and while jumping from narrow platforms—causing you to lose a life very easily.

Hexen is worth a rental, but in the court of other corridor shooters like Doom, Powerslave, and Disruptor, it's a pauper's offering. G



PROTIP: The cleric is the best character because he has an excellent balance of magic and brute strength.



PROTIP: Avoid using magic attacks on the centaurs; they can use their shields and deflect your spells right back at you.

Hexen by GT Interactive

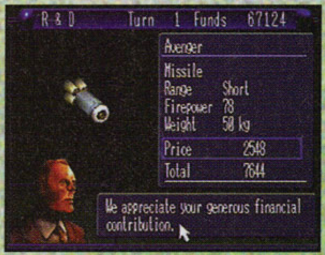
Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	3.5

Price not available
Available now
Corridor shooter
1 player
Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Carnage Heart

(By Psygnosis)

By Captain Cameron



R & D Turn 1 Funds 67124

Avenger
Missile
Range Short
Firepower 78
Weight 50 kg
Price 2548
Total 7644

We appreciate your generous financial contribution.

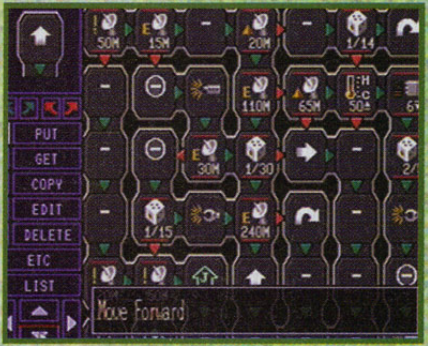
PROTIP: Invest heavily in your suppliers' R&D, and they'll reveal new information.

Strategy fanatics may enjoy the slow, turn-based Carnage Heart. As a designer, you create new mechs for lunar battles by placing 40 behavioral chips on circuits. Which chips you select, and where you place them, determines every aspect of your mech's performance. After studying maps, you send your mechs into battle and watch them fight.

The intimidating controls are more detailed than they are for most strategy games. The 40-page manual, 40-page strategy guide, and tutorial CD are helpful, but be prepared for intensive studying. Once mastered, the controls are effective, enabling you to predetermine your mech's moves. However, the inability to spontaneously control your mech in battle is frustrating.

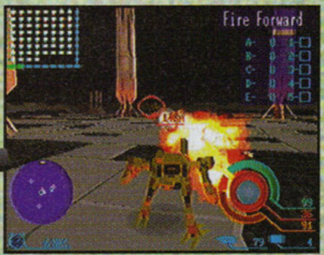
The workmanlike graphics show off detailed circuitry and equipment but uninvolving battle scenes. The sounds are average, needing voices and better sound effects.

If you've ever considered a programming career, Carnage Heart is a demanding test of your desire. G

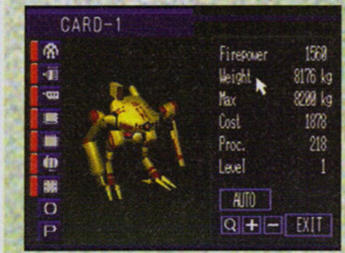


PROTIP: Don't "overprogram" your mechs; if they're too sensitive to incoming shots, they'll jump from every projectile, even those not aimed at them.

CARNAGE HEART



PROTIP: Always run new mechs through test battles to see how they withstand damage. If they sustain too much, boost the armor or speed.



CARD-1

Firepower 1560
Weight 8176 kg
Max 8200 kg
Cost 1878
Proc. 218
Level 1

PROTIP: Patrol mechs should be quick. Don't burden them with heavy firepower or engines that need large fuel tanks.

Carnage Heart by Psygnosis

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	3.0

$40-$60
Available now
Battle sim/strategy
2 players
3 scenarios
Behind-the-mech view
Memory card required
Mouse-compatible
Comes with tutorial CD
Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

SUPER PUZZLE FIGHTER II TURBO

By Major Mike

Combining characters from Street Fighter and Darkstalkers with a Tetris-ish puzzle game, Puzzle Fighter II Turbo provides hours of addictive fun.

The object: Keep your side as clear as possible. There is a combo system in place that depends on how many groups of blocks you clear with a single drop.

The graphics feature cute super-deformed versions of the fighters. However, the sound effects can be annoying, with incoherent chatter from the characters.

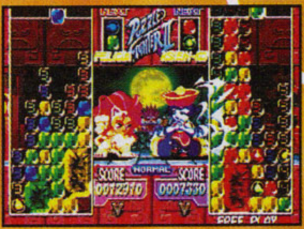
For puzzle action, Puzzle Fighter has the goods—especially in the two-player mode. Fans of puzzlers and SF alike should check it out. G

Super Puzzle Fighter II Turbo
By Capcom

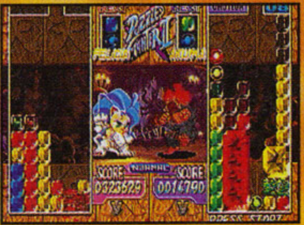
Graphics	Sound	Control	Fun Factor
4.5	3.5	5.0	4.5

Price not available
Available now
Puzzle
2 players
Side view

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults



PROTIP: Stack same-colored gems to form huge gems. Shatter the gems to send pieces to your opponent's side.



PROTIP: Avoid big-hitting combos against Akuma; he can quickly bury your pieces, so keep your side clear.

Nanotek Warrior

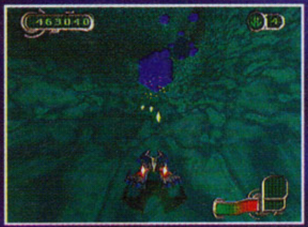
By Major Mike

Amid the drought of PlayStation shooters, Nanotek Warriors is a thunderstorm: It's an intense blaster with challenging stages and awesome bosses.

Shrunk down to microscopic size, you race down twisting tubes and surfaces, blasting enemies and dodging obstacles.

The colorful stages have big explosions and other cool visual effects. The sound effects provide a plethora of laser blasts, and the techno-music works well with the fast-paced action. The game also has excellent controls—essential with all the dodging and strafing you must do.

Those looking for a straight shooter will be well-served to rev up with this Warrior. G



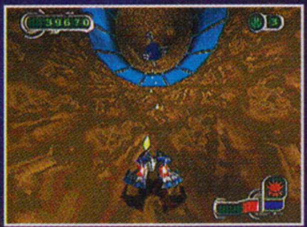
PROTIP: Some enemies, like the blue diamonds in Stage 7, have shields that send your shots back at you.

Nanotek Warrior by Virgin Interactive

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.0

Price not available
Available now
Shooter
1 player
8 levels

Behind-the-ship view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults



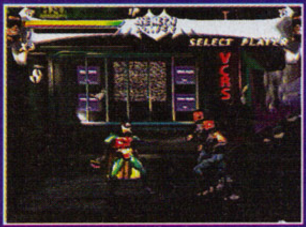
PROTIP: The blue rings are a speed zone. Cross the blue line and you accelerate rapidly, so be ready.

BATMAN FOREVER

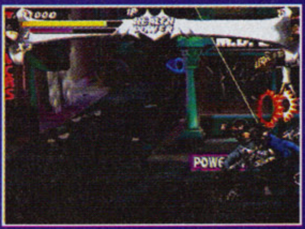
By Gideon

Batman Forever is a faithful translation of the arcade game. Unfortunately, what may be enticing in an arcade becomes repetitive and dull on a small screen.

Play solo or team up with a friend as either Batman or Robin in eight levels based on *Batman Forever*. You face standard punch-n-kick action against waves of cloned enemies with a boss at the end of each level. The graphics, although sharp, are hindered by stiff animation, and lackluster sound effects deter from the overall appeal. Gameplay offers little beyond limited fight moves and power-ups; the most fun comes from two-player action. Save your loose change to play Batman Forever in the arcades. G



PROTIP: Cover your back by forcing your enemies to one side.



PROTIP: Use gadgets, such as the grappling hook, to take out multiple enemies at a time.

Batman Forever by Acclaim

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.5	2.5

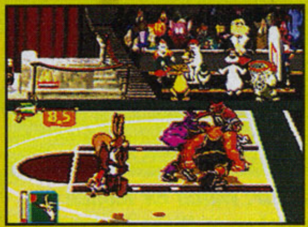
Price not available
Available now
2 players
Action
8 levels

Side-scrolling
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

SPACE JAM

By Dr. Zombie

Space Jam fails to live up to its movie origins. It features an ordinary basketball game with sublevel games tied into the movie story line. Although all the Looney Tunes characters are faithfully rendered, nothing about the graphics and gameplay takes advantage of its 32-bit engine. This could just as easily have been a 16-bit game. Gameplay is simplistic and becomes repetitive, making this an entertaining diversion for only the youngest gamers. The biggest drawback is the frustrating access time between every game element, thus taking all the air out of its appeal. G



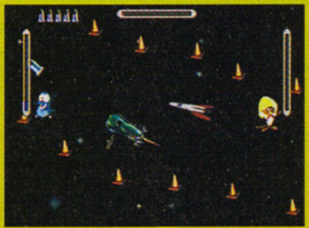
PROTIP: Don't lose your player in center court pile-ups. Take clean shots from the sidelines.

Space Jam by Acclaim

Graphics	Sound	Control	Fun Factor
2.5	2.0	2.5	1.5

Price not available
Available now
2 players
Basketball/adventure
5 sublevels

Side-scrolling
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

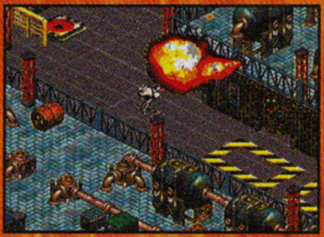


PROTIP: In the Space Race, forget about shooting lasers. Stay on top of your opponent's spaceship, mimicking its every twist and turn.

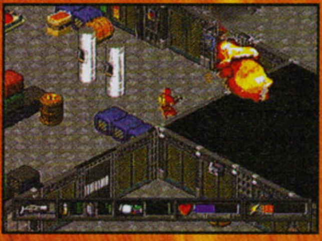
Crusader: No Remorse

(By Origin)

By Air Hendrix



PROTIP: Whenever you get control of a droid, use it to clear out everything in the area so the Silencer can just stroll right on through.



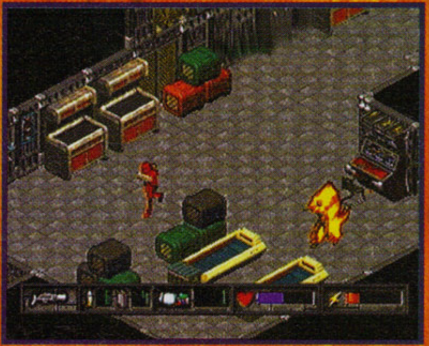
PROTIP: If you can't find the key or passcode to open a door, a grenade often does the trick just fine.

Crusader: No Remorse lines up its sights on the PlayStation, igniting that same captivating action that drove the PC version to the top of the charts. There's plenty of room to improve the graphics and sounds, but Crusader delivers what matters the most: topnotch addictive gameplay.

Playing as a renegade soldier called the Silencer, you join the rebel forces in order to stave off the evil machinations of the world government. Accomplishing that involves stealing secret data, detonating key installations, and so on. The Silencer's up for the job, too, as he fights with a lethal arsenal and sweet moves like ducking and rolling, strafing, and more. Complicated at the start, the controls work smoothly with practice.

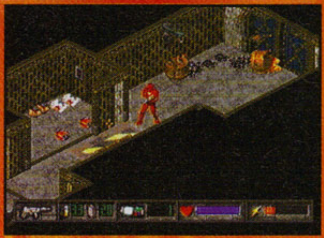
On the graphics side, engaging touches like the cool explosions make up for the otherwise generic look. The solid but uninspired sounds stick to the middle of the road as well.

Crusader's like Project Overkill with more brains, achieving a sweet combo of intense combat and tough, well-varied mission objectives. If killer gameplay is all you care about, Crusader ranks among the PlayStation's best. G



With potent weapons like the grenade launcher, the Silencer sets enemies ablaze.

Crusader:
No Remorse



PROTIP: Watch for hidden switches or those that seem to have no purpose—they often open up secret areas elsewhere in the level.

Crusader: No Remorse by Origin

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	5.0

$49.95	¾-overhead view
Available now	In-game save
Action/adventure	Challenge: Adjustable
1 player	Replay value: High
15 levels	ESRB rating: Teen

Command & Conquer

(By Westwood Studios)

By Major Mike

COMMAND & CONQUER

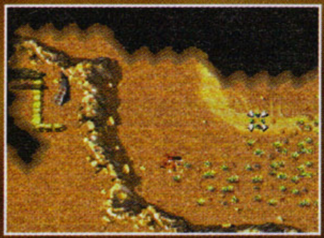
Another popular PC title goes 32-bit! Command & Conquer provides hours of gripping combat strategy on the PlayStation.

In C&C, you take command of one of two armies, the GDI or the Brotherhood of Nod, then deploy troops and armored divisions as well as build training areas.

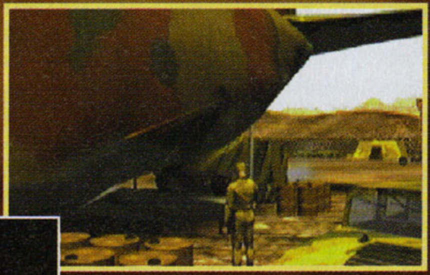
Gameplay is aided by outstanding sounds, with troops marching to a driving rock beat and hitting the trenches amid loud explosions and blood-chilling screams. While the battlefield graphics are just average, the superbly rendered cinemas provide a real eyeful. The controls are the weakest element, especially since the game isn't mouse-compatible. The control pad lacks pinpoint accuracy, causing you to select the wrong objects—something especially bothersome when you're in a jam and seconds count.

Controls aside, the more you play C&C, the more you'll want to command and conquer it. Strategy fans should definitely enlist in this war. G

PROTIP: To explore unfamiliar territory, send a foot soldier off to any of the far corners to reveal enemy positions.



PROTIP: Versus the laser towers, listen for their telltale charging hum. When you hear it, retreat immediately—failure to do so could cost you valuable troops or vehicles.



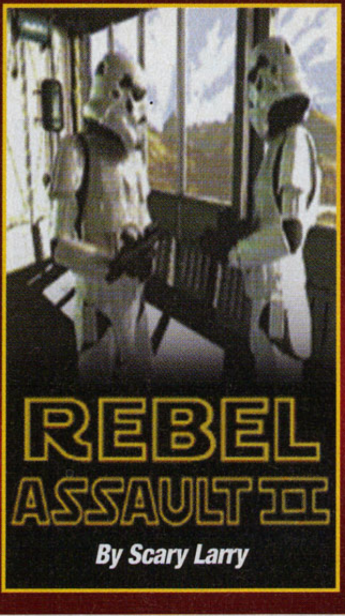
Awesome cinemas provide some eye-candy between battles. ▶

PROTIP: Enemy foot soldiers are sometimes hard to hit. If one opens up sniper fire on a vehicle, just run over him.

Command & Conquer
By Westwood Studios

Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	4.5

$59.99	40+ missions
Available now	Challenge: Advanced
Strategy	Replay value: Medium
1 player	ESRB rating: Teen



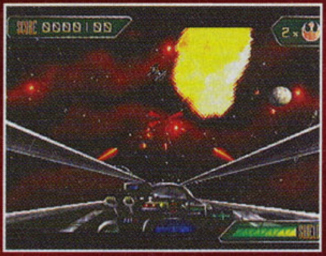
REBEL ASSAULT II

By Scary Larry

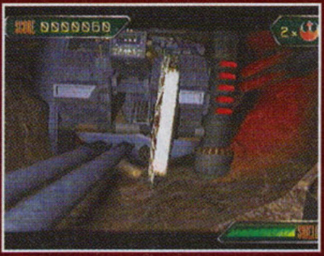
Rebel Assault II: The Hidden Empire brings clean, fun graphics and trigger-happy gameplay to aspiring X-Wing pilots.

You pilot *Star Wars* craft like a TIE Fighter as you strafe enemy ships and try to debilitate the Empire, take on Stormtroopers from a third-person view, and even explore levels in a Doom-type environment.

The sharp, exciting graphics include long, well-done cinemas and rendered ships. The shooting levels are movie-quality clean. The sound is rich with symphonic scores sampled from the trilogy. Although the gameplay isn't as deep as Shadows of the Empire's, it's still fast shootin' fun with a *Star Wars* twist. Rebel will keep you happy for a solid weekend. G



PROTIP: Always use the in-the-cockpit view; the behind-the-ship view is mistake-prone.



◀ ***PROTIP: Do a barrel roll to remove your ship from immediate danger.***

Rebel Assault II: The Hidden Empire
By LucasArts

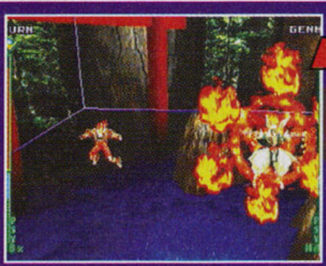
Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.5

$59.95
Available now
Shooter
1 player
16 missions

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

PSYCHIC FORCE

By Scary Larry



PROTIP: The best time to use your Psychic Attack is after a long combo.

Psychic Force features smooth polygonal fighters who float around a 3D arena and battle with Psychic Attacks. Basic combos and the supercharged arena, which immobilizes fighters when they touch it, also help to make this game fast and fun.

The graphics unfortunately suffer from shrinkage when the camera zooms out. The sounds are strong with heroic fight music for each stage.

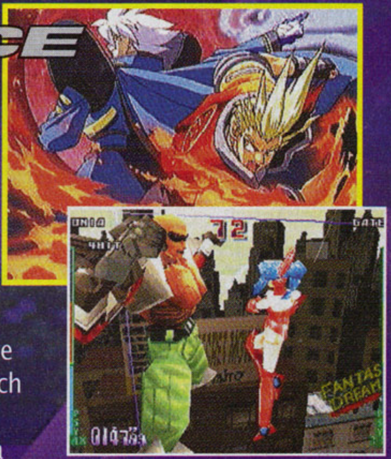
Control is easy—the combos aren't as deep or as extensive as those in Tekken 2. The game can be mastered easily, which makes it boring in the long run. In all, Psychic Force is a Force to be reckoned with—at least as a rental. G

Psychic Force by Acclaim

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

Price not available
Available now
Fighting
2 players

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen



PROTIP: Combo an opponent into the wall to stun them, then follow with any hit but a special. They can block the special, and you'll waste your meter.

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- (Sept. '94) The Death and Return of Superman PLUS Incredible Hulk Strategy Guides
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Namco Museum Volume 3

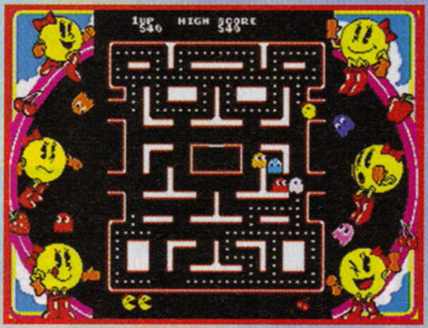
(By Namco)

By Dr. Zombie

Arcade vets, rejoice! Namco Museum Volume 3 for the PlayStation continues the retro trend with classic coin-crunchers like Pole Position II, Dig Dug, Galaxian, Ms. Pac-Man, Phozon, and The Tower of Druaga. This lineup presents an excellent mix of arcade fun that will satisfy itchy trigger fingers of all ages and skill levels.

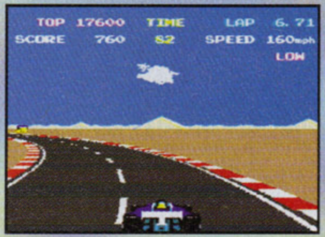
As in previous volumes, Namco faithfully reproduces every sprite and pixel of these arcade hits—from the startup test pattern to the sound of credits plunking in the machine. Although simple by today's standards, this compilation scores high in graphics and sound because of its authenticity. Gameplay is also true to form, and now you can also access game options like extra lives and button configurations. The PlayStation controller, however, doesn't perfectly replicate the gaming experience of Ms. Pac-Man or Pole Position II, where a joystick and steering wheel would be better. It doesn't drastically deter from overall game enjoyment, though.

Namco Museum Volume 3 is must-have arcade fun that will provide hours of classic gaming until Namco preps Volume 4. Thanks for the memories, Namco!

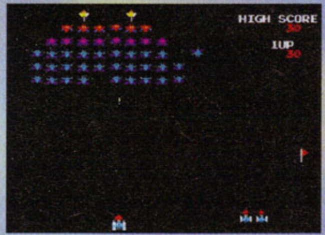


PROTIP: In Ms. Pac-Man, to lose the pursuing ghosts, skip out a side exit and reappear elsewhere.

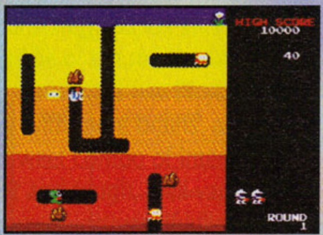
Namco Museum
Volume 3



PROTIP: In Pole Postion II, forget the brakes. Just use the High and Low gears to slow down around corners.



PROTIP: Always aim for the close targets in Galaxian since you can only shoot one bullet onscreen at a time.



PROTIP: In Dig Dug, burrow continually up into a boulder as you wait for enemies to close in on you. Then move aside to let the boulder crush them all.

Namco Museum Volume 3 by Namco

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Price not available
Available February
1 player
Classic arcade games
6 games

Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Williams Arcade's Greatest Hits: The Atari Collection 1

(By Williams)

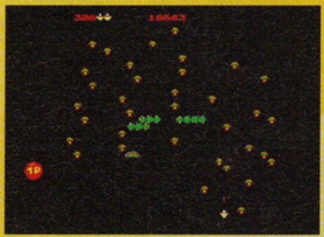
By Dr. Zombie

Williams Arcade's Greatest Hits: The Atari Collection 1 is a sweet lineup of some of the best arcade hits: Missile Command, Super Breakout, Centipede, Battlezone, Asteroids, and Tempest. Although each game is faithfully re-created, something's lost in the transition from arcade to PlayStation.

The main drawback is that the arcade versions featured unique controls such as trackballs or 360-degree dials. The PlayStation joypad isn't the perfect substitute for these modes of gameplay, where quick, full-motion reflexes are essential. Another drawback is the poor sound quality—most of the simple, mono sound effects are scratchy and blown out.

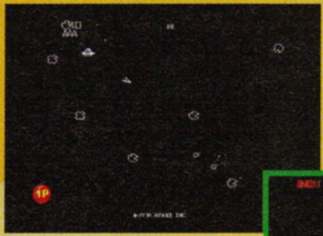
Even though the authentic graphics and gameplay rate high, the limitations in control and sound bring down the overall enjoyment.

Still, this arcade compilation is worth renting for old time's sake. Unfortunately, it just doesn't rate as a must-buy, though.

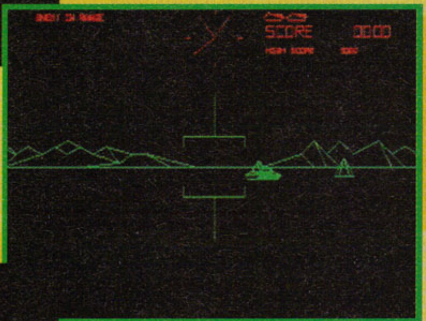


PROTIP: Use classic Centipede strategy: Always keep the bottom third of the screen clear of mushrooms for mobility against the centipede and spider.

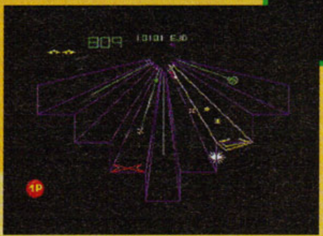
WILLIAMS
ARCADE'S
GREATEST HITS
THE ATARI COLLECTION 1



PROTIP: In Asteroids, keep centered in the screen when shooting large asteroids, and move with the flow of smaller pieces.



PROTIP: In Battlezone, back away and reapproach enemies from another angle. Avoid head-on attacks.



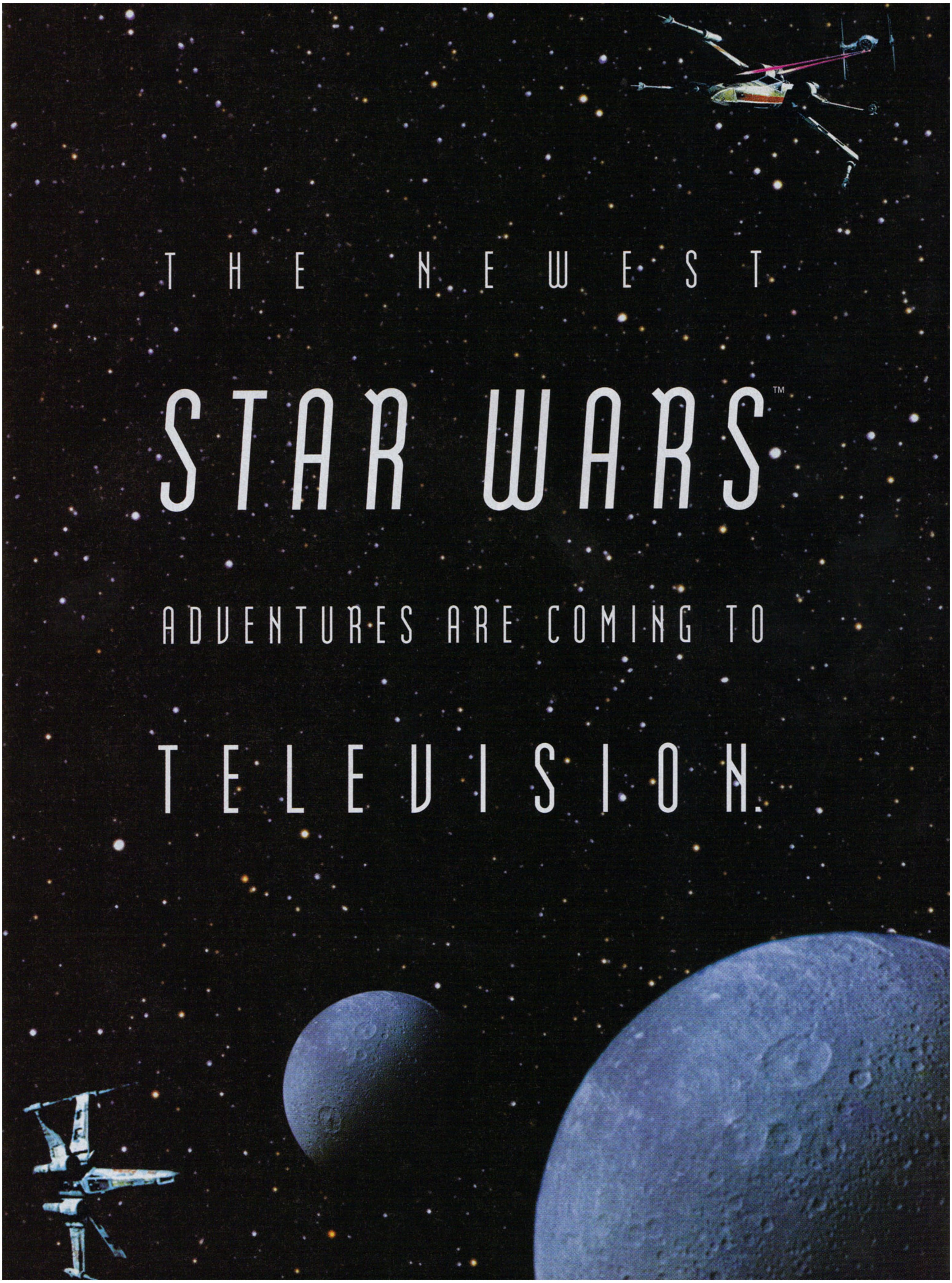
PROTIP: Timing your shots is the key to shooting enemy crawlers on the perimeter. In Tempest, wait for them to approach you.

Williams Arcade's Greatest Hits: The Atari Collection 1 by Williams

Graphics	Sound	Control	Fun Factor
4.0	3.0	2.5	3.0

Price not available
Available now
1 player
Classic arcade games
6 games

Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults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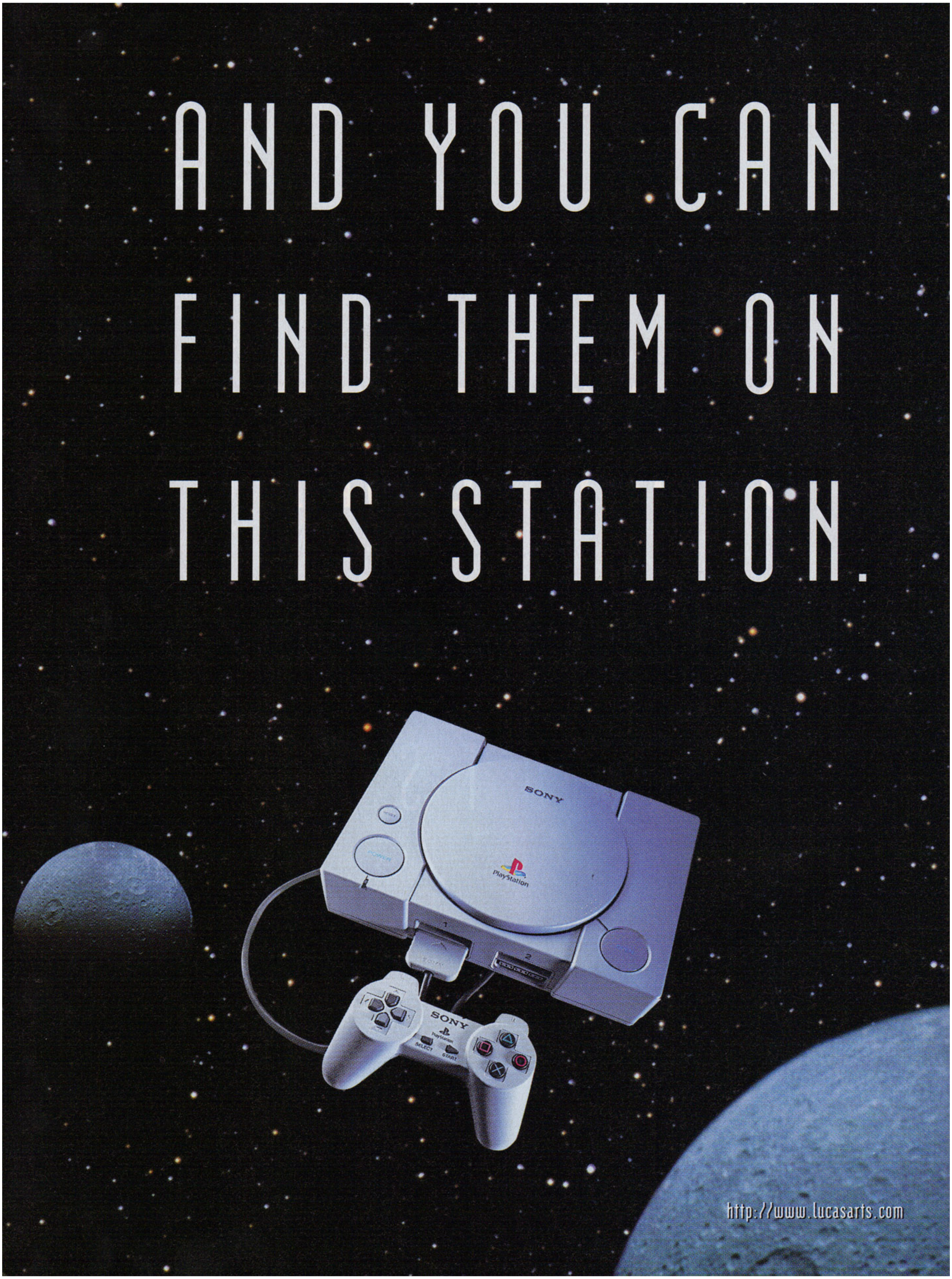
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AGES 13+
CONTENT RATED BY ESRB

PlayStation™

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Black Dawn

(By Virgin Interactive)

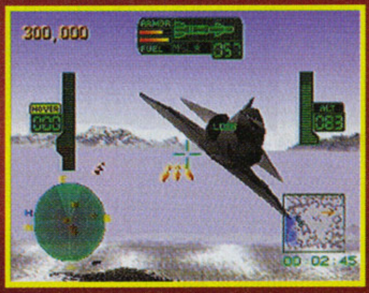
By Air Hendrix

Price not available	1 player
Available now	7 levels
Helicopter shooter	30 missions
	4 views

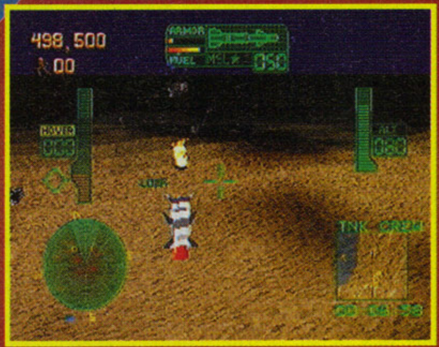
Challenge adj Level

TEEN T AGES 13+

Replay? HI



PROTIP: The triple-shot gun has a very slow rate of fire, so aim its potent rounds cautiously.



PROTIP: Never hover in a crowded battle. If you keep moving and hug terrain, no one can get a lock on you.

Black Dawn touches down on the Saturn with an impressive, exact port of the PlayStation game. The graphics suffer in comparison, but that same gut-wrenching chopper combat will have you glued to the throttle.

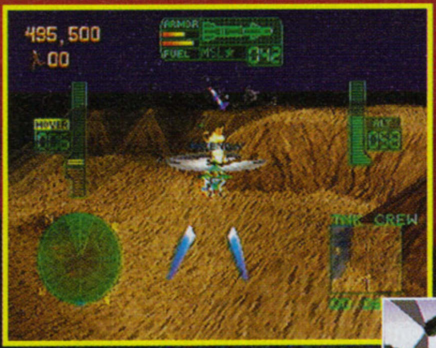
As in the PlayStation version, you travel across the world, quelling terrorist threats by rescuing hostages, taking out convoys, trashing drug labs, and the like. Your chopper's bristling with all the deadly force it needs (missiles, napalm, nukes, and more), and power-ups and even wingmen lend a hand. The fierce action stays fresh because of the game's sturdy challenge and engaging strategic side.

Black Dawn's not without its problems—the graphics could've been cleaner and the controls could've been more intuitive. But you'll be too busy cackling with glee as you blast through the combat to even care. G

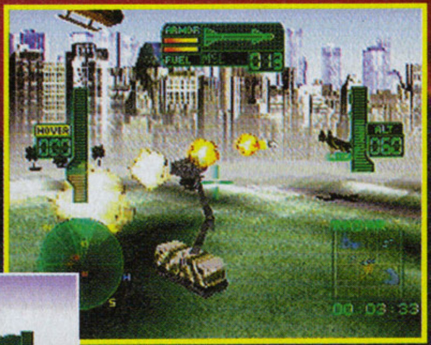
Fun Factor

4.5

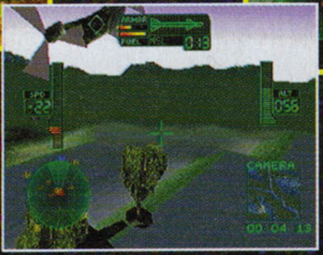
A steep challenge and riveting combat make Black Dawn one of the more addictive, entertaining titles on the Saturn. Good variety in the missions and a solid strategic element keep the thrills from fading too quickly.



PROTIP: Rely on your guns to take out minor ground targets, and save missiles for tougher enemies.



PROTIP: Before you take on an objective such as these radar units, clear out the nearby enemies so they don't smoke you while you're busy.



PROTIP: Watch for shadows of enemy craft—you will often see a shadow appear before the actual bogey does.

Sound

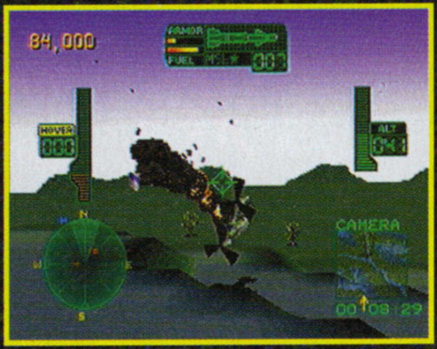
4.5

Black Dawn's audio heightens your adrenaline with strong effects like the clatter of weapons fire and thumpin' explosions. Military-toned mission briefings and commentary complete the experience.

Graphics

3.5

Although the action erupts with eye-popping explosions and well-detailed vehicles, a grainy, slightly choppy look pervades the graphics. Excessive fog does little to disguise these flaws.

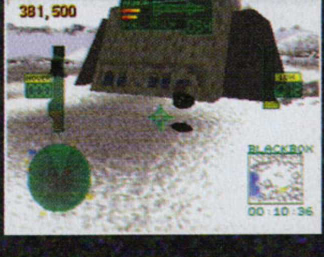


PROTIP: If you're running low on armor or fuel, blow up the nearest, easiest target. You'll get the power-up you need almost every time.

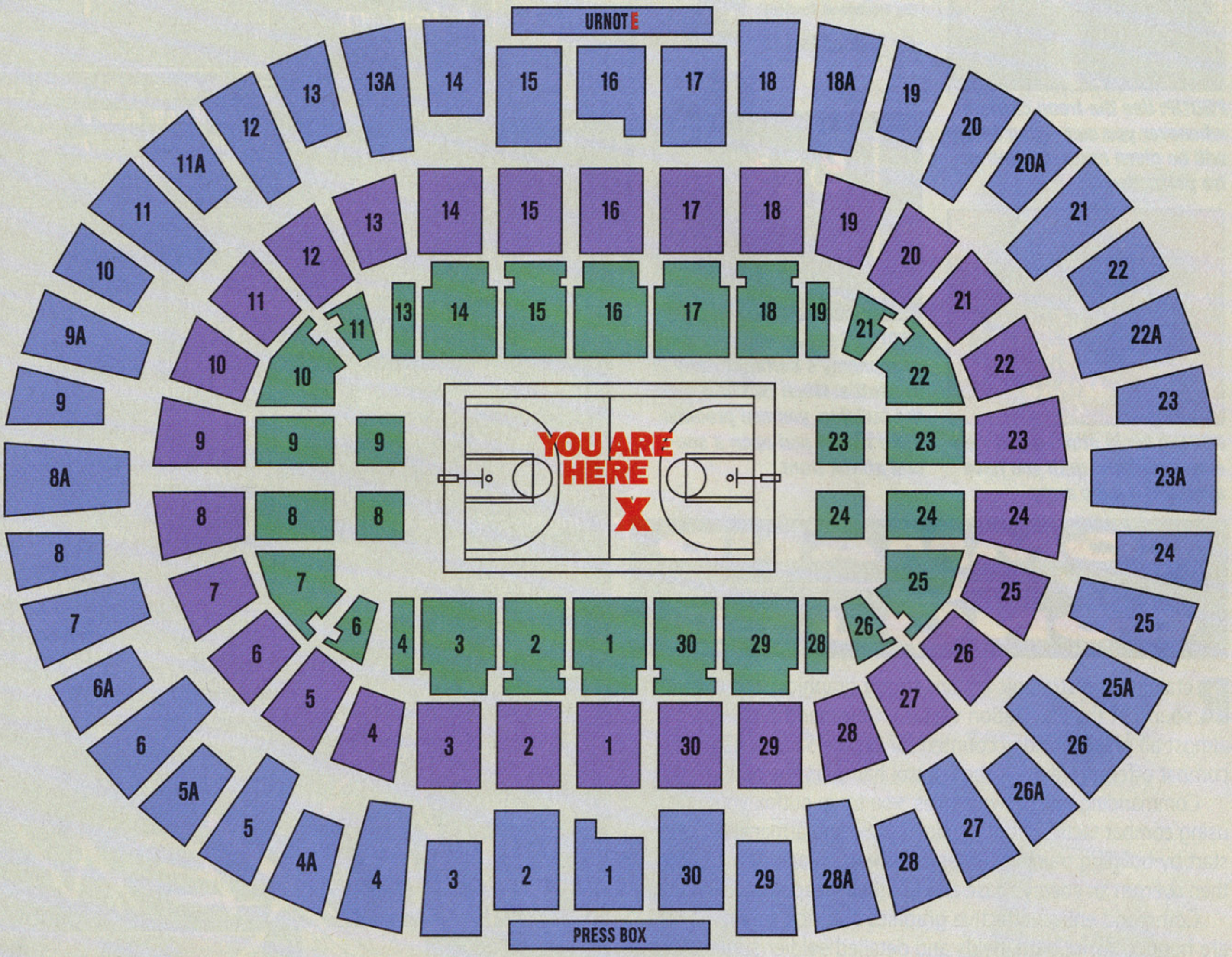
Control

4.0

You can't just pick up Black Dawn and play, but your chopper handles well with time. The controller configurations on the Saturn version aren't nearly as natural as the PlayStation's, though.



PROTIP: Move slowly when you're collecting low-lying objectives like these black boxes; it's very easy to collide with nearby structures.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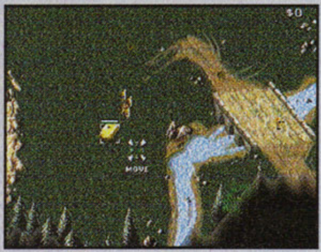
PlayStation™

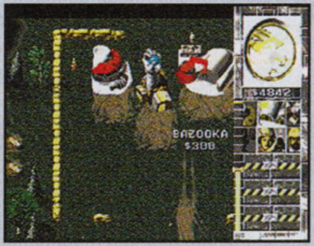
Command & Conquer

(By Westwood Studios)

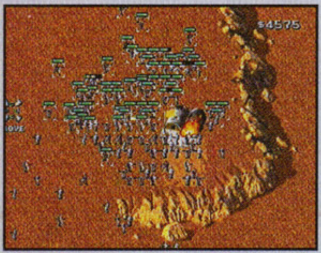
By Major Mike



PROTIP: Use the troop carriers whenever you can—your troops will be given much-needed extra protection.



PROTIP: Send an engineer into your enemy's barracks early in the battle. When he takes over the building, you can produce more troops and open a second attack front.



PROTIP: Avoid attacking key enemy structures until you have amassed a huge army.

COMMAND & CONQUER

Retaining the strategic action, strong graphics, and excellent sound of the PlayStation version, Command & Conquer is almost all present and accounted for on the Saturn. It's a solid combat offering—even if the control hampers the action.

Commanding one of two armies, you try to outfox your enemy using combat tactics, troop deployments, and armaments. You start by building training camps and weapon factories. You can then overrun an enemy's base and use their weapons against them.

Command enlists effective graphics and rich sounds. There are huge, colorful battlefields and detailed soldier sprites. Well-acted full-motion video and rendered sequences provide an entertaining break. The sound features thundering rock music and a barrage of clear audio effects like screams, explosions, and gunshots.

Rendered sequences provide some R&R between battles.

The control is the weakest link. Cursor movement is slow and inaccurate, especially when you're pinpointing individual items. You may fight the controls more than your enemy.

If you played Iron Storm and are looking for another worthy battle, Command & Conquer is a war worth waging. G

Command & Conquer
By Westwood Studios

Graphics	Sound	Control	Fun Factor
4.0	4.5	3.0	4.5

Price not available	40+ missions
Available now	Challenge: High
Strategy	Replay value: Medium
1 player	ESRB rating: Teen

Hexen

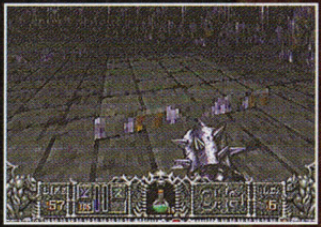
(By GT Interactive)

By Scary Larry

Except for the stellar Powerslave, Saturn corridor shooters had a thin lineup last year. Now Hexen is here, and although it doesn't live up to Powerslave's standards, it's still decent fun.

Basically, you're playing Doom with an RPG twist. You play as a cleric, a mage, or a knight, each with unique abilities, weapons, and spells. You need all that the eldritch gods offer because you're bombarded by goblins, gremlins, and fire-breathing bats.

The graphics are nowhere near as good as Powerslave's. Enemies and backgrounds pixelate horribly when you're up close. Some effects are downright cheesy (like the stuttering animation when enemies choke on the toxic clouds), but the death scenes are nice and gory.



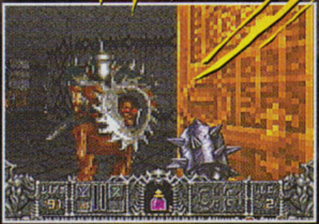
PROTIP: When in this room, use the front right square when necessary. It's a warp—the others are death traps.

The sound is the game's bright spot. With the exception of the doglike yelping of wounded enemies, the effects and the atmospheric music are well done.

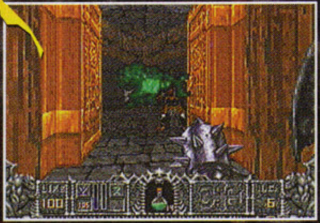
The control is medieval, at times requiring cumbersome button combinations when you're trying to avoid tough enemies.

Hexen's great fun if you're a novice at corridor shooters and like sword and sorcery. But Doom fans will know that Hexen doesn't live up to its hallowed halls. G

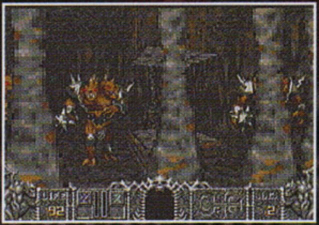
HEXEN



PROTIP: The shield-carrying minotaurs reflect your projectiles back at you.



PROTIP: When you're the cleric, use the Flechette in a doorway, then stand nearby. As enemies rush the door, they'll be choked to death in the crowded portal.



PROTIP: Most enemies, like these enemies behind the gates, can be killed from a comfortable distance.

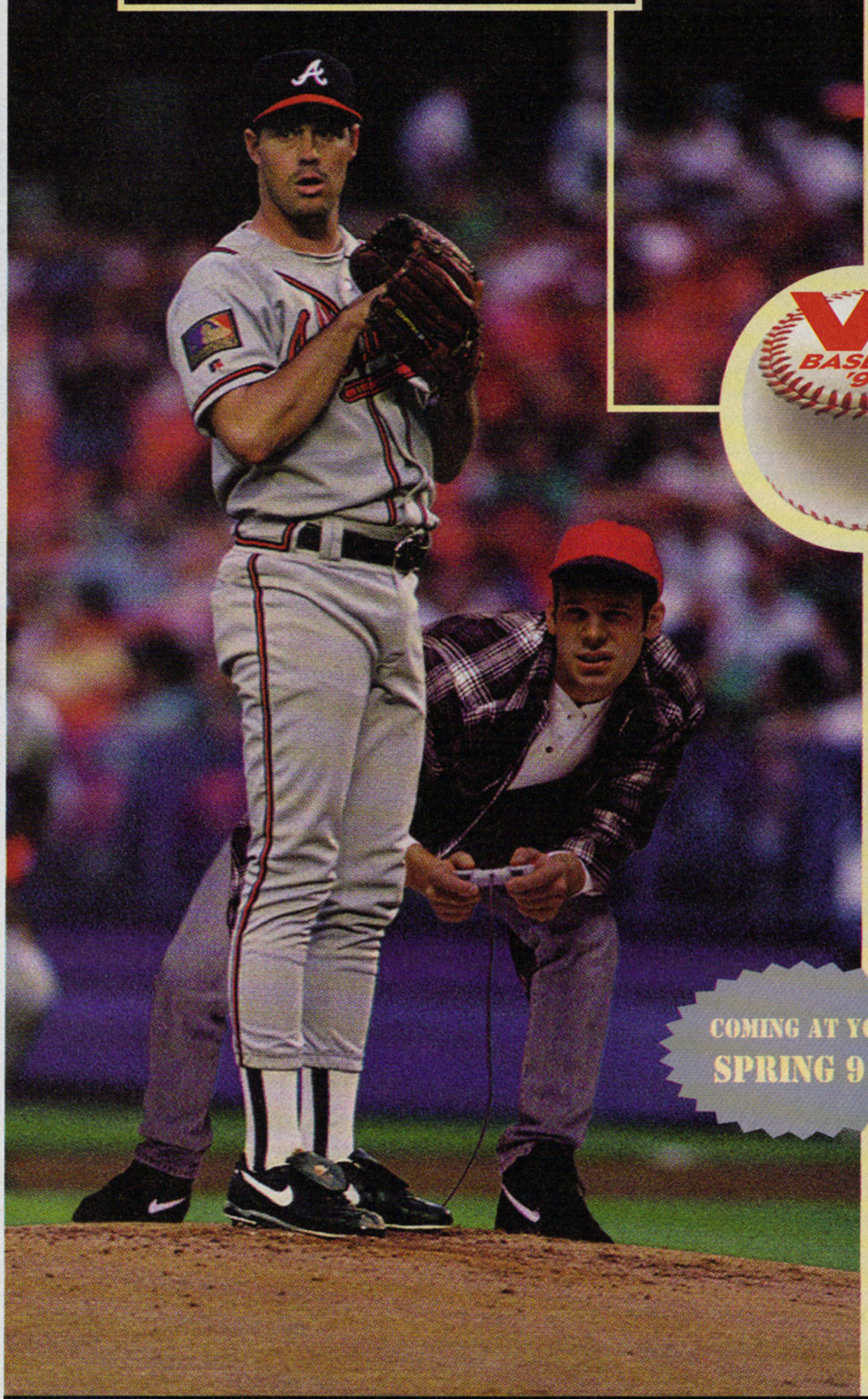
Hexen by GT Interactive

Graphics	Sound	Control	Fun Factor
3.0	4.0	3.5	4.0

Price not available	Challenge: Adjustable
Available February	Replay value: Medium
Corridor shooter	ESRB rating: Not yet rated
1 player	

VR BASEBALL TIP ③

AVOID NICKNAMES LIKE "MEAT" AND "BUS BOY" BY TAKING A FEW PRACTICE TOSSES IN THE BULLPEN BEFORE THE GAME.



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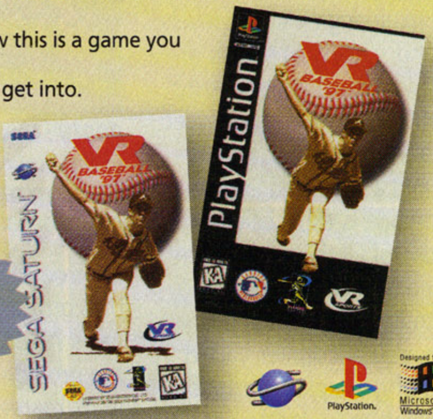
INTRODUCING VR BASEBALL™ '97

You may want to dust off after a slide. Virtual FieldVision lets you play in real-time from any camera perspective.

It's just a game like the Green Monster is just an outfield fence. Because VR Baseball™ '97 is a real-time 360° 3-D Major League Baseball® world that only the pros have experienced. Until now. Feel the adrenaline as you face Greg Maddux's heat. Make split second decisions as you tag up, steal, execute a squeeze play, or stretch out a double. But you better know your stuff. Because here the players run, hit, slide and throw based on their actual MLB™ stats. There's even an endurance meter which gauges when players get tired. (Better make sure there's a reliever in the bullpen.) From the first pitch to the last out, it's baseball at it's best. VR Baseball™ '97. Now this is a game you can get into.



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KIDS TO ADULTS

CONTENT RATED BY ESRB

Updated rosters, stats, uniform designs and team logos for 1997.

Check out VR Baseball '97 at www.vrsports.com for free tips and a demo.

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MAUI MALLARD in Cold Shadow

Super NES ProReview

Maui Mallard in Cold Shadow
(By Disney Interactive)

By Bonehead

Challenge adj Level

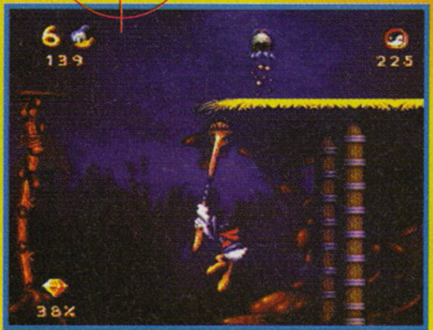
Replay? HI

KIDS TO ADULTS K-A AGES 6+

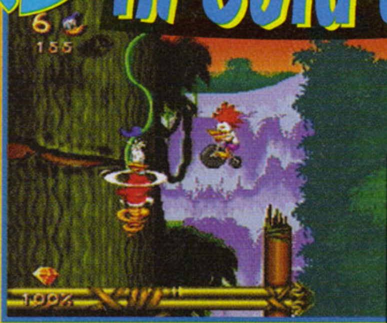
$59.99
16 megs
Action/adventure
1 player
9 levels
Third-person view

Disney's ducky detective makes a spectacular splash on the Super NES. Maui Mallard is well-crafted entertainment for novice and veteran gamers who are looking for great run-n-gun action.

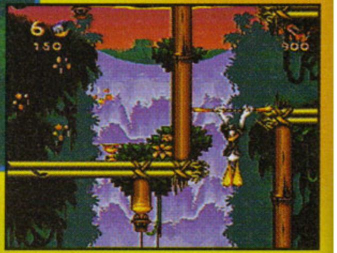
Maui's gameplay is paradise. While exploring nine long levels of island scenery in search of gems, you must continuously morph back and forth between your gun-toting detective persona and a staff-swinging ninja. Ninja mode is especially fun because of all the wild swinging and wall-crawling you're able to do. Throughout the game, you encounter varied styles of gameplay (including lava rides and a crazy vine level), imaginative enemies (such as a giant tongue-flicking frog boss), and humorous background details (as in Disney's Aladdin, the statues often provide comic relief). Add in its marvelous music, and this duck's all it's quacked up to be. G



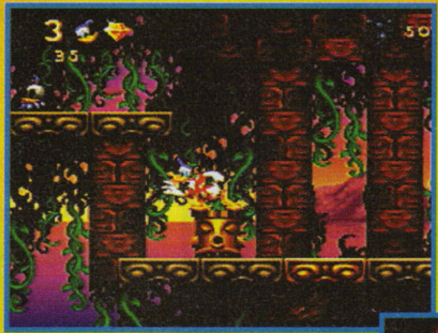
PROTIP: In MudDrake Mayhem, use your ninja guise to swing to higher platforms, but use your detective gun to nail enemies from a distance.



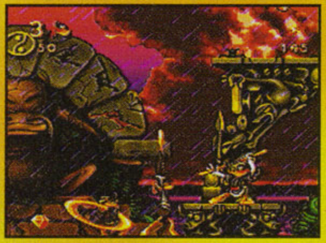
PROTIP: When hanging from the Test of Duckhood vine, pick up spin from the cyclone below, then bounce up to knock out the natives.



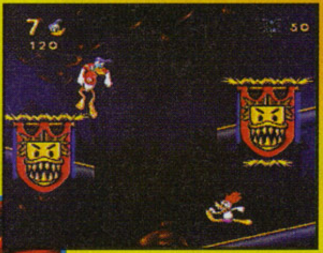
PROTIP: In Test of Duckhood, jump from your ninja swing immediately into a Wedge move to work your way up the bamboo.



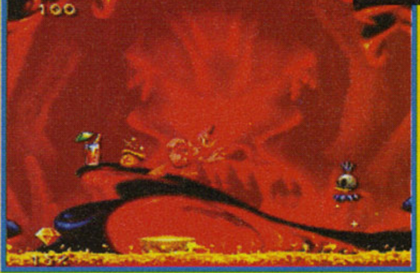
PROTIP: Move the sliding statues in the Ninja Training Grounds by bouncing repeatedly on nearby gold stones.



PROTIP: When you knock out one of the ninja bosses of the Ninja Training Grounds, stand back because the other ninja will often throw fire at you.



PROTIP: In MudDrake Madness, jump over the masks without running through them to keep natives from escaping.



PROTIP: At the beginning of each lava ride, make sure you're perfectly positioned over the moving platform or you'll lose a life.

Graphics

5.0

The tropical scenery changes throughout, taking you from treetops to under a volcano with colorful backgrounds and humorous details. Characters are sharp, with nary a trace of slowdown.

Sound

4.5

Music is themed for each level with a range of calypso and big-band tunes. The sound effects add cartoony fun. All that's missing are voices and noises from enemies.

Fun Factor

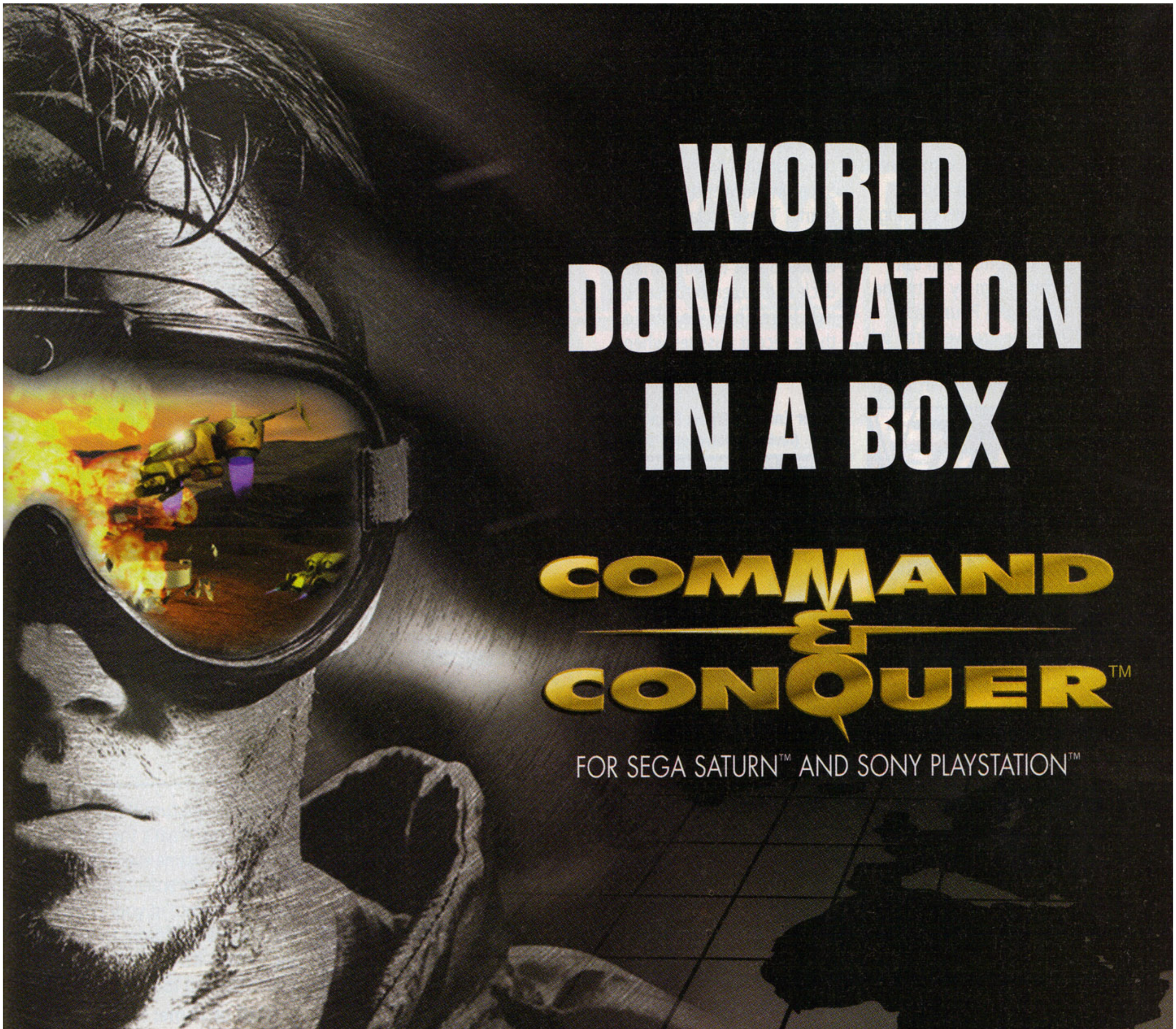
4.5

Nothing fowl about this Disney delight that challenges DKC3 as the year's top SNES game. Players of all skill levels should go duck hunting at their nearest toy store.

Control

4.0

The controls are very good, but not flawless. The platform jumping and swimming can be imprecise, and the gun isn't always accurate, especially if you're running and shooting at flying enemies.



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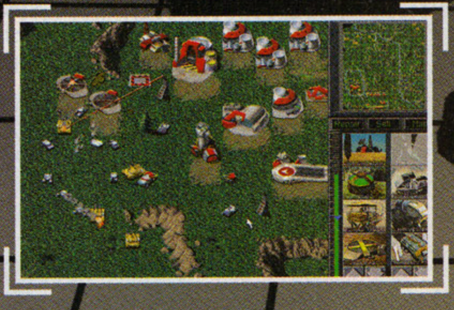

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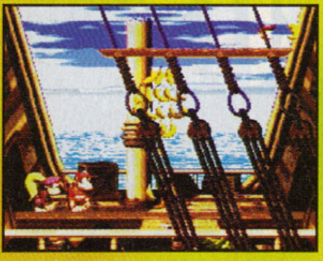
THE 16-BIT GAMER'S SURVIVAL GUIDE

GAME WATCH

March may bring a few new 16-bit titles to store shelves, but the pickin's are gettin' slim. Nintendo says it has a couple of third-party games coming sometime this spring, perhaps as early as April: a still-untitled farming sim by Natsume, and Timon and Puumba by T•HQ. These are welcome additions to the Super NES library, but they can hardly be considered as high-profile titles on the order of Donkey Kong Country 3.


Look who's back this month—it's Dixie and Diddy in Donkey Kong 2.

This month the SNES will get two more reissues of classic games—The Legend of Zelda and a new cartridge packed with both Donkey Kong Country 2: Diddy's Kong Quest and Super Mario World 2: Yoshi's Island. These acclaimed games join February's two stellar reissues, Super Empire Strikes Back and Super Return of the Jedi. Here's how we rated all these recent reissues when we first reviewed 'em:

Super Empire Strikes Back by JVC
(reviewed November '93)

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	4.0	5.0	ADJ. Adjustable

Super Return of the Jedi by JVC
(reviewed December '94)

Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	4.0	4.5	ADJ. Adjustable

Super Mario World 2: Yoshi's Island by Nintendo
(reviewed November '95)

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	4.5	4.5	INT. Intermediate

Donkey Kong Country 2: Diddy's Kong Quest by Nintendo
(reviewed December '95)

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

The Legend of Zelda by Nintendo
(reviewed August '92)

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	5.0	5.0	ADV. Advanced

On the other hand, Genesis fans don't have much to look forward to—at least not until summer. A Sega spokesperson maintains that 1997 will have the same number of new Genesis games that 1996 had, which would be about ten. Unfortunately, except for a few sports titles—Madden NFL '98, NBA Live '98, and NHL '98—Sega isn't ready to identify the specific titles its own developers are working on. Expect the bulk of the new Genesis games to show up in November or December.

16-BIT HALL OF FAME

Last Halloween, we asked you to vote for the scariest, most monstrous 16-bit games of all time. The frightening part of this whole thing was the one vote we got for Barney's Hide & Seek Game for the Genesis! The rest of our readers spread their votes out over a range of classic titles. Here are the top half-dozen in order, leading off with the champ:

1. **Doom** (SNES)
2. **Splatterhouse 3** (Genesis)
3. **Super Ghouls 'N Ghosts** (SNES)
4. **Warlock** (Genesis)
5. **TIE: Zombies Ate My Neighbors** (SNES)
5. **TIE: Alien 3** (SNES)
6. **Bram Stoker's Dracula** (SNES)

Doom ranks as the readers' scariest 16-bit game ever.

Sharp graphics and exciting gameplay made Mansell a 16-bit champ.

Our next Hall of Fame category comes from a letter written by Travis Amsden of Debs, Minnesota. Travis asked us who made the 16-bit Nigel Mansell World Championship Racing games a few years back, and how we rated them.

Nigel Mansell's World Championship Racing by GameTek
(SNES review August '93)

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

(Genesis review October '93)

Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.0	4.5	4.0	INT. Intermediate

This question got us thinking about some of the other great racing games in 16-bit history. Here's a partial list:

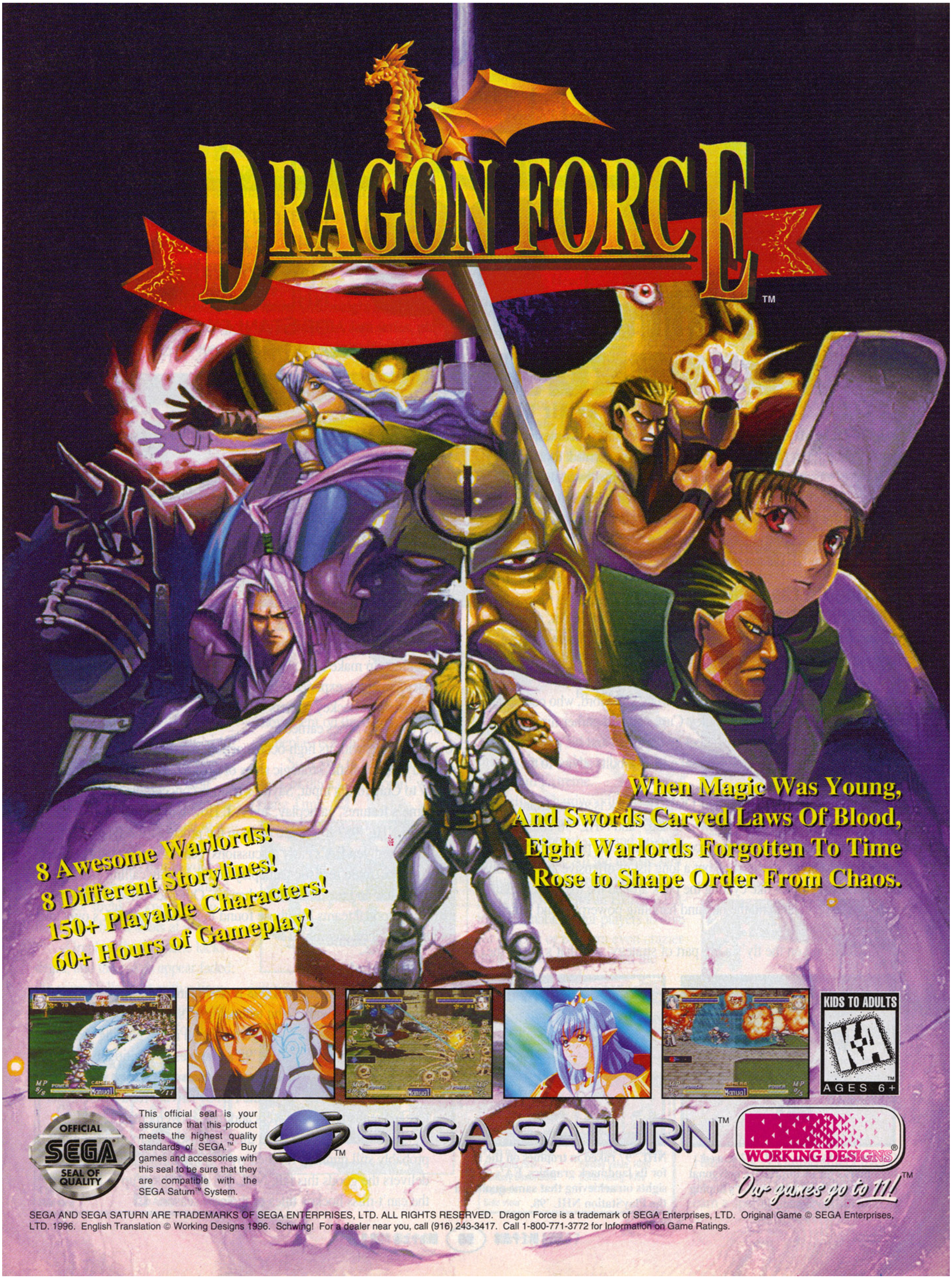
- **ESPN Speed World** (SNES/Genesis)
- **Formula One** (Genesis)
- **F1 ROC** (SNES)
- **Lotus Turbo Challenge** (Genesis)
- **Newman Haas Indy Car** (SNES/Genesis)
- **Street Racers** (SNES)
- **Super Mario Kart** (SNES)

So now we turn the voting over to you. What's the best 16-bit racing game ever? Choose one of the aforementioned games, or write in your own nominee (don't forget to name the system it's for), and mail your selection to this address:

Hall of Fame: Racing
GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at *comments.gamepro@gamepro.com*. We'll post the winning games in an upcoming issue.

Games with cars, boats, or motorcycles (such as GP-1 Part II from Atlus) are all eligible for the next Hall of Fame, just as long as racing is the main goal.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SPORTS PAGES

NHL '98 Training for a Breakaway

HOT ON THE BLADES OF NHL '97, EA SPORTS IS ALREADY WARMING UP NHL '98 WITH THE HELP OF STANLEY CUP-WINNING COACH MARC CRAWFORD.

GamePro Exclusive

By Air Hendrix

In its 16-bit heyday, EA Sports' NHL series was the uncontested hockey champion. Now that 32-bit systems have arrived, topnotch rivals like Sony's NHL Faceoff and Virgin's NHL Powerplay have carved out their own strongholds on the ice. With that in mind, the developers at EA's Vancouver office kicked off the drive for NHL '98, which is due out this fall, by holding a fascinating skull session with one of the NHL's top coaches.

Gearing Up the Gameplay

"Our stated priority this year is gameplay," said Ken Sayler, associate producer of NHL '98. "We recognize that NHL's gameplay and A.I. have served their purpose to date, so we're focusing on building the ultimate gameplay experience."

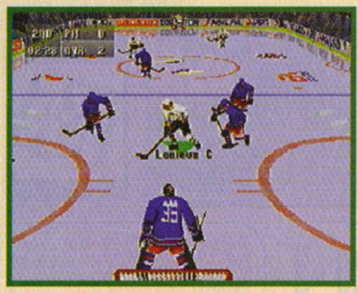
To help pull that off, EA turned to Marc Crawford, who coached the Avalanche to last year's Stanley Cup. An avid gamer himself, Crawford drew on his immense hockey expertise and his passion for hockey video games to lend some real nuts-and-bolts advice to the EA Sports team.

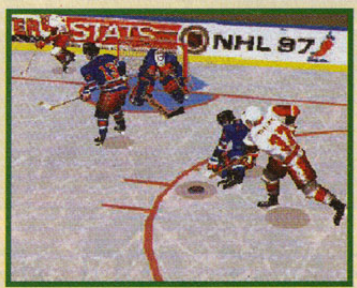
"What you do when you don't have the puck is as important as what you do with the puck," Crawford said, "and NHL '98 could really benefit from that kind of strategic control." From his post in front of a white board, Crawford sketched out a long list of offensive and defensive plays, covering topics like cycling the puck around the ice, forechecking, using the open ice behind the net, and handling powerplay and penalty-killing situations.

"Changing on the fly's a big part of strategy, and that's not in the game yet either," Crawford added. "There's even strategy to fighting. When your team's down, a smart player senses the need for a shift—that can be a fight or just a huge hit." He also discussed how factors like injuries, momentum of the game, crowd response, road-trip fatigue, and player skills affect a game, then suggested ways that they could help make NHL '98 a deeper gameplay experience.

Avalanche coach Marc Crawford talks strategy in EA Sports' Vancouver office.

As diehard hockey gamers know, the NHL series earned a loyal following with its high-octane action, but the games never incorporated these realistic, strategic sides of hockey. Responding enthusiastically to Crawford's input, Sayler's team is concentrating on updating the game's features, gameplay, and A.I. How will all that pro advice appear in NHL '98? It was too early in the process for Sayler to get specific, but given EA's early discussions, gamers can probably expect much tighter, more realistic gameplay and A.I.; play calling and coaching strategies; and revamped line changes. Other tentative possibilities include historical teams like those found in Madden and EA's own take on Faceoff's icon passing.


On the PlayStation, NHL '97 scored high marks for its impressive polygonal outing. In the next edition, EA's hoping to raise the bar again.

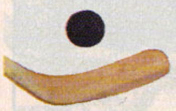


NHL '97 raked in trophies on the PC for its landmark graphics. EA's set its sights on achieving that same quality in the PlayStation NHL '98.

Graphical Goals

EA's other priority for NHL '98 is revamping the graphics. "There's a learning curve with 32-bit technology," said Sayler, "and you'll really see the fruits of 32-bit game design in the coming years." EA's working to make NHL '98's graphics as exciting as those in some of its other visually impressive titles (NBA Live '97 on the PlayStation and NHL '97 on the PC) by striving for a much higher level of realism in the players and their movements.

With months yet to go in this year's season, most gamers are probably still gunning for their own '97 Stanley Cup. But if EA delivers the goods this fall, NHL '98 could shape up to be one of the can't-miss hockey titles of the new season. G



NHL Open Ice

By The Rookie

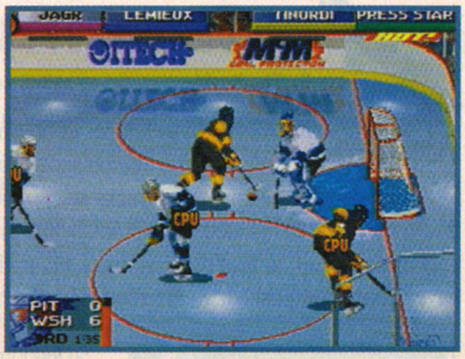
PlayStation

"The coolest game on earth" is checking its way into your house with NHL Open Ice's two-on-two scoring mayhem. Tape up your sticks and sharpen your skates for some excellent NBA Jam action—hockey style!

Puttin' the Biscuit in the Basket

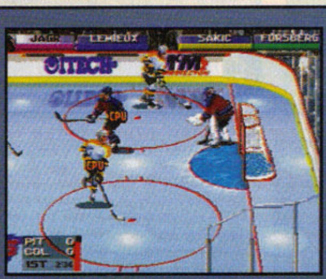
Open Ice comes correct with smokin' gameplay and an avalanche of features. Choose from all 26 teams and some of today's hottest stars, such as Jagr, Sakic, and Messier, then throw your weight around with hard checks and blistering slap shots. As in the NBA Jam series, players perform incredibly raucous moves, such as somersault wristers, flash shots, and double 360-degree spins.

If you fill up the Hot meter through assists, goals, checks, and steals, you can set the net on fire with unlimited turbo power. Also included are Jam–style features such as Big Head mode, hidden players, and more.

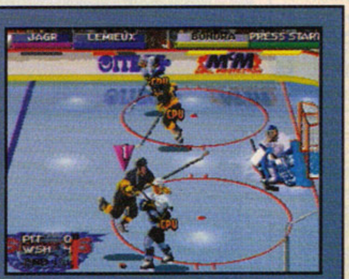


PROTIP: Get the goalie to commit to the corner, then one-time the puck for an easy score.

Open Ice Tips



PROTIP: Crisscross your players in front of the opposing net, then do a one-timer to the open man.



PROTIP: Keep your Hot meter rising without the puck by checking the opposition into next week.

Open Ice shoots and scores at every level. The graphics jump right out of the arcade with only a few minor frames of animation left out. The control is flawless, and the sharp sounds feature cool color commentary that never misses a beat by Chicago Blackhawks legendary announcer Pat Foley.

Goals Galore

If you love hockey and are fond of double-digit scoring and nonstop action, Open Ice is a definite must-buy. All others should drop this puck as a weekend rental. You won't get deked.

NHL Open Ice
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
4.0	4.5	5.0	4.5

Price not available	Challenge: Adjustable
Available now	Replay value: High
Fantasy hockey	ESRB rating: Kids to Adults
4 players (with adapter)	

NBA Hang Time

By The Rookie

Super NES

Hang on for rim-rocking action in NBA Hang Time!

Gamers can choose their favorite NBA team and battle the computer or deliver a facial to a friend. Hang Time's fast-paced action lets you add flair to your air with alley-oops and double dunks. Hit a hot streak to knock down threes and block shots at will.

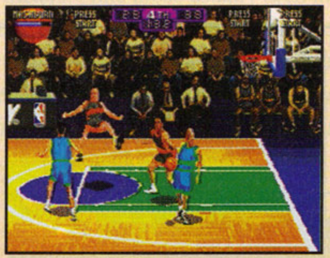
Graphically the game lacks detail, and the colors appear faded; the sound falls short with a tinny soundtrack and game announcer. Still, the controls allow for fluid movement on the court, and the gameplay is addictive.

So if you're hankerin' for a hunk of dunks, go hoopin' with Hang Time.

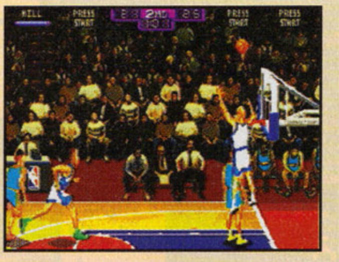
NBA Hang Time
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	4.5

Price not available	Challenge: Adjustable
Available now	Replay value: High
4 players	ESRB rating: Kids to Adults
Side view	



PROTIP: Use the spin move to get out of tight coverage.



PROTIP: Increase your chances of winning with good rebounding.

NBA Jam Extreme

By The Rookie

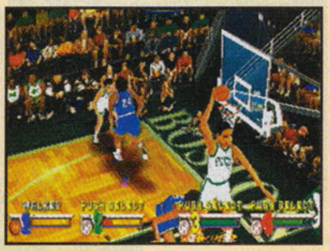
PlayStation

An updated version of the slam-infested hoops classic is back in NBA Jam Extreme.

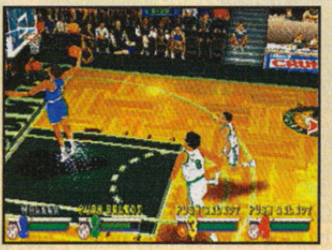
Hit the hardwood with a roster of five players, which includes some of today's hottest stars and high-impact rookies. All the classic Jam features are here, including a new polygonal look and an Extreme button that enables your players to dive for the ball or perform even crazier dunks. The controls fall on the tricky side, though.

The graphics are clear and colorful, while the annoying crowd chants drag down Marv Albert's cool commentary.

While not as fun as NBA Hang Time, Extreme still delivers the rock with enough authority to earn a spot in the playoffs.



PROTIP: Follow the CPU character while he clears the lane, then break 'em off somethin'!



PROTIP: To get a clear shot, draw the double-team, then kick it to the open man.

NBA Jam Extreme by Acclaim

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	4.0

Price not available	Challenge: Adjustable
Available now	Replay value: High
Fantasy basketball	ESRB rating: Kids to Adults
4 players	
Side view	

PlayStation

Cool Boarders

By The Rookie

Racing down the slopes at breakneck speed comes Cool Boarders, a PlayStation snowboarding thrashfest.

Boarders select from three tracks and six boards, then glide their thrasher toward designated checkpoints while pulling serious aerial maneuvers in an attempt to beat the best times and trick scores. Once these feats have been accomplished, you're rewarded with access to more boards and more tracks to race on.

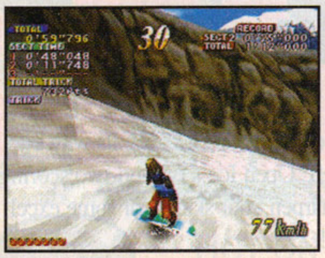
The controls allow for tight handling and make performing tricks a breeze. Although the graphics show minor breakup, they're still well animated in the popular polygonal style. The music fits perfectly; however, the announcer never stops making mundane comments.

If you can't go big on the mountain, do some shreddin' at home with Cool Boarders. It's a fun ride. G

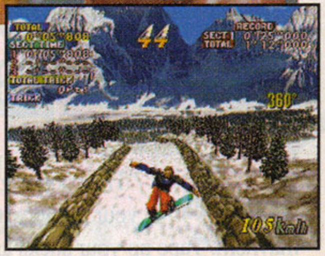
Cool Boarders by Sony

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	4.0

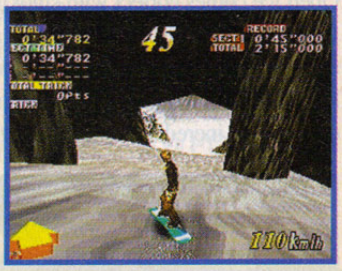
Price not available	Challenge: Adjustable
Available now	Replay value: High
Snowboarding	ESRB rating: Kids to Adults
2 views	



PROTIP: If your boarder starts to slide, let up on the directional pad and they'll straighten out without slowing down.



PROTIP: To pull off the best tricks, start your jump just before you reach the edge of the cliff.



Saturn

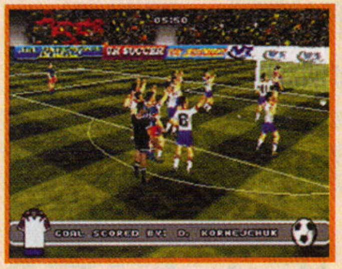
VR Soccer '97

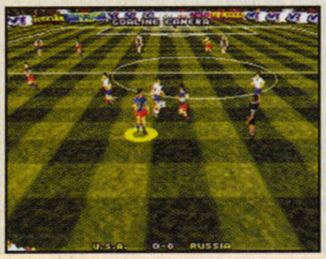
By Dr. Zombie

VR Soccer '97 launches onto the Saturn with powerhouses such as FIFA Soccer '97 and Sega Worldwide Soccer '97. Unfortunately, VR Soccer's graphics and gameplay only warrant a tryout, and they fail to measure up as starter material.

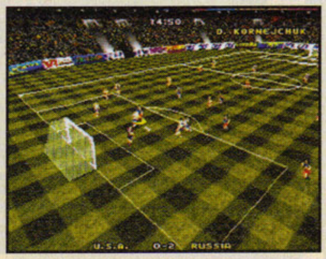
Although 32-bit-powered, VR's graphics are coarse and blocky, making it hard to discern individual players or the ball when players clump together. The multiple camera angles don't provide an all-encompassing overview of the field, which prevents you from setting up plays as you move downfield—an overhead radar would've helped the situation. Even worse, the controls are sluggish, and the sound effects are only adequate.

VR Soccer '97 has a multitude of features and options, but its graphic and gameplay limitations hinder the overall experience. Keep this one on the bench. G





PROTIP: If you're surrounded when attacking the goal, pass back to a teammate with a clearer shot.

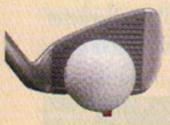


PROTIP: Trust your goalie and avoiding getting in his way by trying to block a shot.

VR Soccer '97 by VR Sports

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

$40	Challenge: Adjustable
Available now	Replay value: Medium
Soccer	ESRB rating: Kids to Adults
2 players	
Multiple views	



Saturn

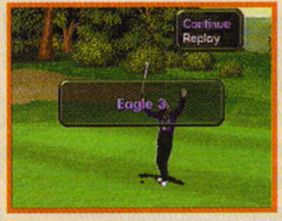
VR Golf '97

By Air Hendrix

Following its strong PlayStation debut, VR Golf '97 tees off on the Saturn in an excellent effort that edges out console gaming's traditionally topnotch links, PGA Tour '97.

VR Golf may lack a real-life license, stranding you on two make-believe courses with fantasy players, but it has what PGA '97 doesn't have: fast, clean action and spectacular course graphics. VR does run a bit choppier than its PlayStation counterpart, but it makes the Saturn PGA '97 look like it's moving in slo mo.

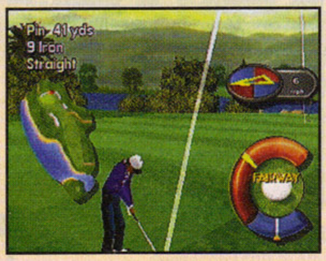
And even without the licenses, VR delivers plenty of engaging golf gameplay and challenge. Comfortable, responsive controls and solid sounds complete the package. While VR Golf '97 has plenty of room to improve, it ranks at the top of this year's Saturn leaderboards. G



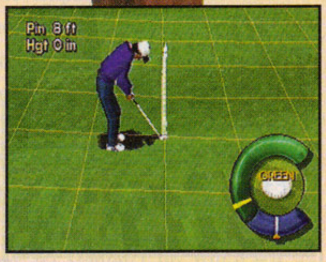
VR Golf '97 by VR Sports

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

$40	Multiple views
Available now	Challenge: Adjustable
Golf	Replay value: High
4 players	ESRB rating: Kids to Adults
2 courses	



PROTIP: Use the free-floating cameras to get a side view on your shot arc, which lets you precisely place your shot in any terrain.



PROTIP: On a par 5, overpower your first two shots to get on the green in two and go for an eagle on your third stroke.

PGA Tour '97

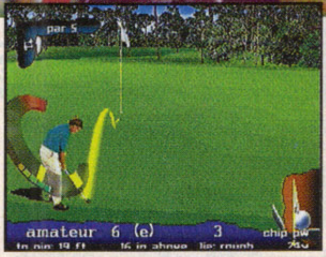
By Air Hendrix

Saturn

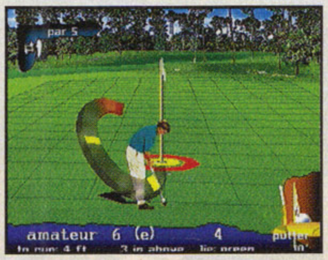
Despite the series' tradition of excellence, PGA Tour '97 dribbles off the Saturn tee. Persistent golfers can unearth some quality gameplay, but PGA's flaws will discourage most from trying.

At first glance, PGA '97 has all the right answers: 14 PGA pros; 2 PGA courses; responsive, detailed controls; and a full set of modes and features. But the long load times and sluggish frame rate require more patience than an afternoon of fishing. Even worse, the disappointing course graphics look almost 16-bit, though the player animations are excellent. Solid sounds lend a helping hand.

If you don't mind long load times, PGA delivers a fun round of golf. As far as Saturn golfing goes, though, the grass is much greener on VR Golf '97's fairways. G



PROTIP: When chipping, leave plenty of room for the ball to roll on the green.



PROTIP: Always add on plenty of extra distance when putting uphill.

PGA Tour '97 by EA Sports

Graphics	Sound	Control	Fun Factor
3.0	4.0	4.5	3.5

$59.95
Available now
Golf
4 players
2 courses
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

College Football USA '97

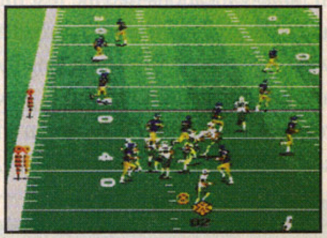
By Johnny Ballgame

Super NES

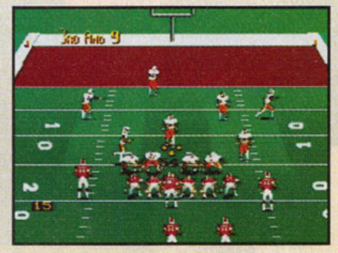
With its fumbling combination of atrocious gameplay and choppy graphics, College Football '97 wins the title of "Worst Sports Game of the Year."

The only strong point here is the selection of 111 teams, including everyone from Florida to Fresno State. Other than that, the game's a complete gridiron debacle. Players fly around the field—except for the man with the ball, whose movements slow down and become jerky. The frame rate and animation are poor (the players look armless), and the sound features the most obnoxious whistle in sports gaming history.

With a game this bad, it's no wonder Bill Walsh took his name off this series and went back to advising the pros. G



PROTIP: The key to running the Wishbone is a fast QB.



PROTIP: Play as the middle linebacker for defensive flexibility.

College Football USA '97 by T•HQ

Graphics	Sound	Control	Fun Factor
1.5	0.5	0.5	0.5

$69.95
16 megs
Available now
College football
2 players
Overhead view
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

SPORTS INSIDER PREVIEWS

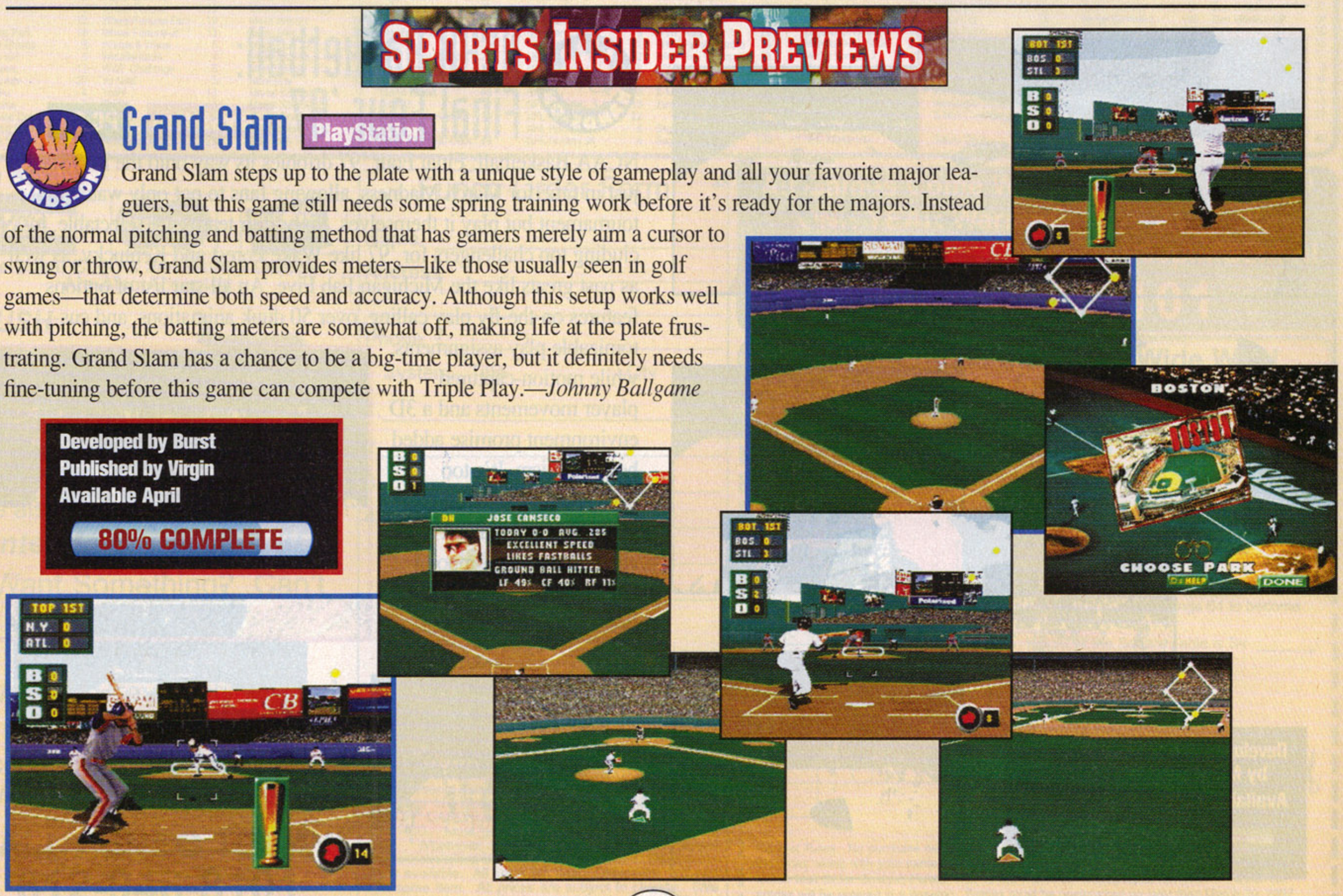
HANDS-ON

Grand Slam

PlayStation

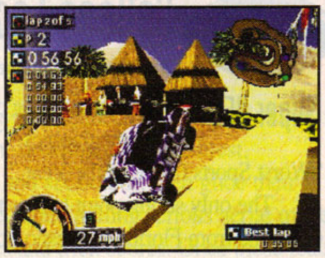
Grand Slam steps up to the plate with a unique style of gameplay and all your favorite major leaguers, but this game still needs some spring training work before it's ready for the majors. Instead of the normal pitching and batting method that has gamers merely aim a cursor to swing or throw, Grand Slam provides meters—like those usually seen in golf games—that determine both speed and accuracy. Although this setup works well with pitching, the batting meters are somewhat off, making life at the plate frustrating. Grand Slam has a chance to be a big-time player, but it definitely needs fine-tuning before this game can compete with Triple Play.—*Johnny Ballgame*

Developed by Burst
Published by Virgin
Available April
80% COMPLETE

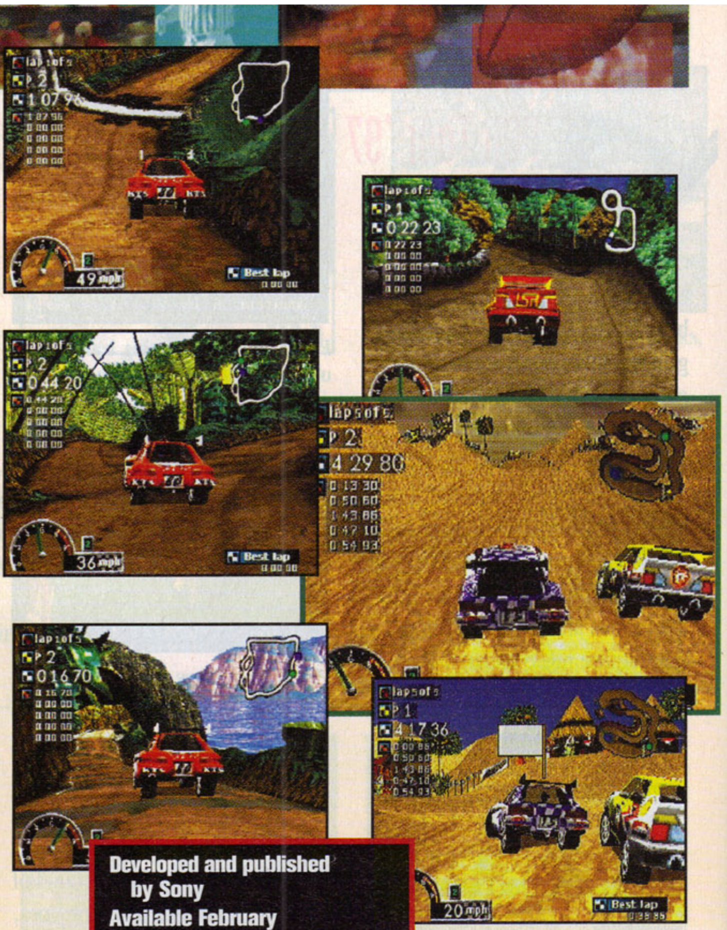


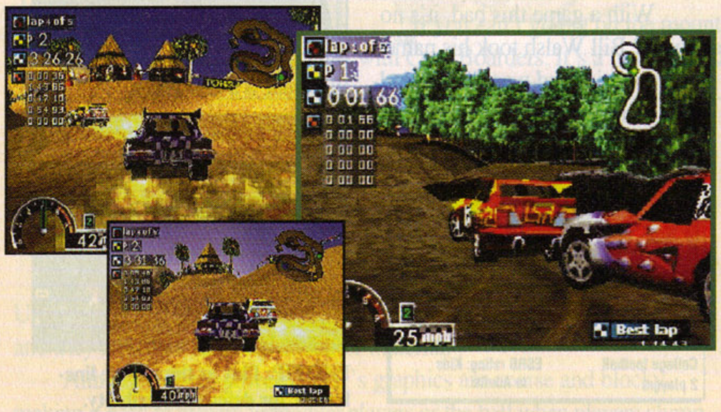
Rally Cross

PlayStation



Sony's getting into the racing game with Rally Cross, a four-player speedfest that drops you behind the wheel of 12 rally cars and 4 trucks. The rubber starts burnin' on 18 tracks in fantasy locations like the lost mines, royal gardens, and the jungle, and each course involves on-road and off-road action. Multiple pathways through the tracks challenge you to find the best path to the finish, and track conditions like snow, gravel, mud, and water affect your car's response. Up to four players can smash fenders…all at once in a split-screen divided into quarters.—*Air Hendrix*



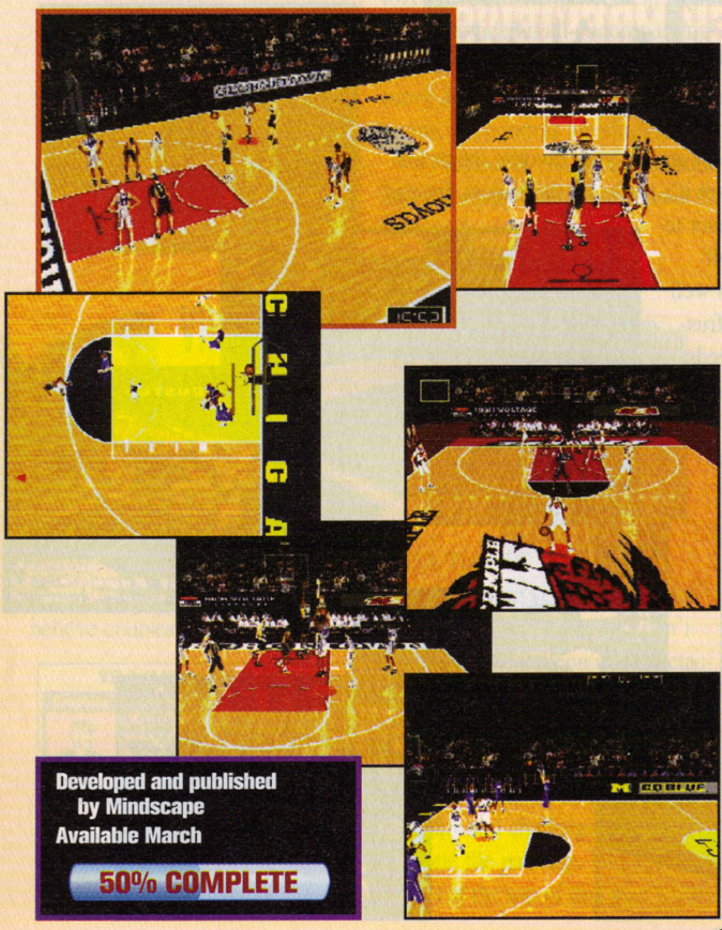


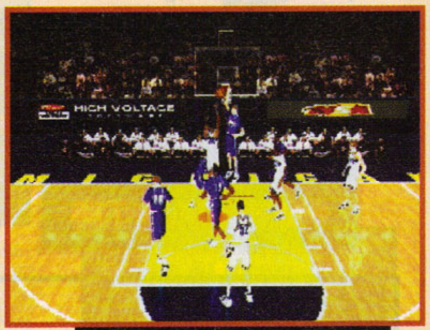
Developed and published by Sony
Available February
70% COMPLETE

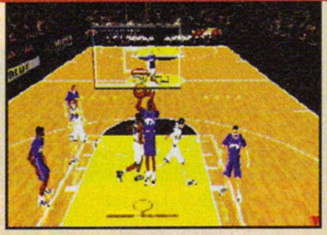
NCAA Basketball: Final Four '97

PlayStation **PC CD**

NCAA Basketball: Final Four '97 dribbles its way onto the PlayStation just in time for March Madness, allowing fans to not only watch the tournament but play it themselves. Sixty-four teams are selectable, including top challengers for '97 like Wake Forest and Kentucky, as well as past greats like the Michigan Fab Five. An all-star list of options features on-the-fly play calling, over 50 dunk animations, and customizable play assignments, while motion-captured player movements and a 3D environment promise added hoops realism. It's too early, though, to tell if the gameplay will make it a champion or a disappointing first-round elimination.—*Johnny Ballgame*







Developed and published by Mindscape
Available March
50% COMPLETE

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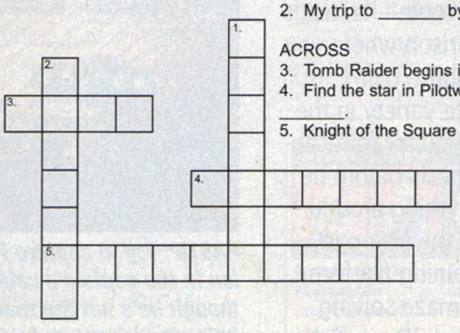

DOWN
1. Legacy of Kain is about a _______.
2. My trip to _______ by Crash Bandicoot.

ACROSS
3. Tomb Raider begins in _______.
4. Find the star in Pilotwings 64 to become _______.
5. Knight of the Square Table is Sir _______.

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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • MARCH '97

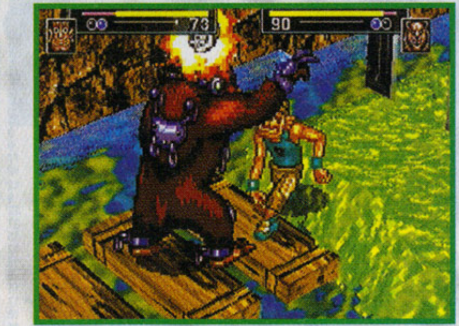
Saturn

DARK SAVIOR

By Art Angel

Turn to this issue's "PC GamePro" for a review of Diablo, the hottest RPG in PC gaming.

A hit in Japan, Dark Savior arrives on U.S. shores with plenty of hype about its unique gameplay and great graphics. Although there are some pleasant surprises, Dark Savior's easy challenge and relatively simple story line keep it from living up to all the expectations.



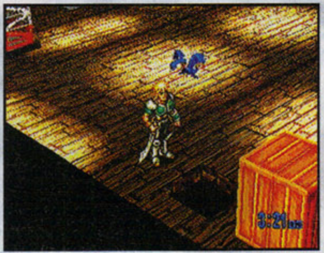
PROTIP: Force criminals under your control to fight for you when your health is low.

RPG Lite

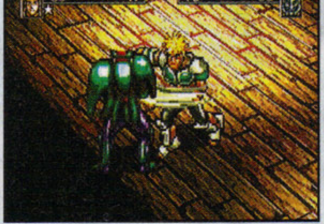
The story starts with lots of promise. As a bounty hunter, you escort the vicious criminal Bilan to Jailer's Island. You soon find yourself in the middle of a conspiracy when Bilan unexpectedly escapes aboard the transport ship, leaving a bloody trail of dead bodies in his wake. Adding intrigue is Bilan's escape route—he heads for the very prison where you were taking him.

There's nice variety in the gameplay as you try to recapture your nemesis before he destroys everything around him. Some of the action involves entertaining platform-jumping and maze-solving from a diagonal 3D view. As you progress, you even use captured criminals to fight for you, which increases your chances of survival and adds novelty to the gameplay. Dark Savior also has a battle mode reminiscent of earlier 2D fighting games, and multiple endings, making this a game with good replay value.

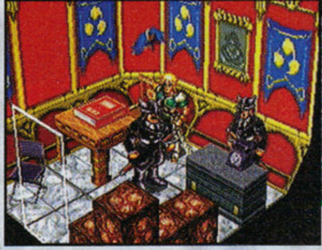
The drawbacks are in the limited size of Dark Savior's world and in the simple controls. The linear story line lacks the complex subplots found in the best RPGs. This is a game for novices, not experts. The controls are also too rudimentary, especially in the fighting sequences where your character has limited moves (only two basic attacks and one special attack).



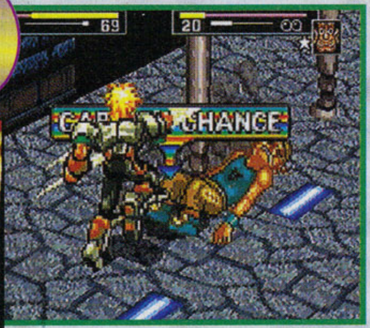
PROTIP: In the second-level cargo bay of Seabandits, push the box in the lower portion of the room to find a faster path to the captain's cabin.



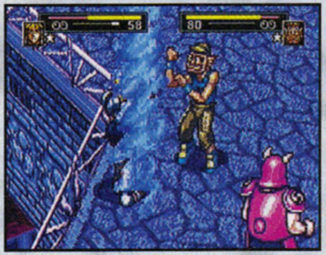
PROTIP: Try to capture False Bilan in the captain's cabin. Although he's not the real McCoy, he's strong enough to wear down any of your opponents.



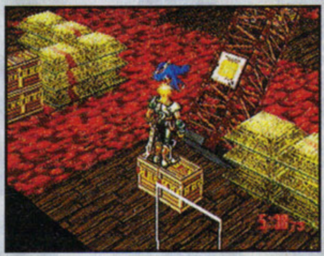
PROTIP: Take Warden Kurt's diary from the second building overlooking the docks on Jailer's Island. Study it to figure out what this tyrant is up to.



PROTIP: When fighting as Garian, always look to capture your enemy instead of vanquishing him.



PROTIP: When fighting, continually press Away on the directional pad to block. Your opponent will do little or no damage, and you can still attack.



PROTIP: If you're stuck in a room, don't backtrack. Instead, look for cracks in the foundation, knock down anything hanging overhead, and climb structures within the room.

Light and Dark

Graphically, the game contains solid 3D backgrounds, though occasionally the lack of shading makes everything look 2D. The big anime-style characters are very expressive and well animated.

The sound is the game's biggest disappointment—the music gets real dry, real fast. The special effects are nothing special at all. Overall, the audio is pretty average.

Savory Savior

Dark Savior is a good buy for novices because of its simple plot and the varied gameplay that combines entertaining platform action, 2D fighting, and RPG elements. But hardcore RPG players, beware! Dark Savior is for squires to indulge in, not for valiant knights.

Dark Savior by Sega

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Price not available
Available now
RPG
1 player
Compatible with analog controller

Angled-overhead view
Challenge: Beginner
Replay value: High
ESRB rating: Kids to Adults

P.T.O. II
(Pacific Theater of Operations II)

By Art Angel

Think you have the strategic savvy to execute a surprise attack like Pearl Harbor? Strap on your helmet and find out with P.T.O. II.

War Games

The game's features command respect. There are ten short scenarios, three major campaigns, biographies of all the major Japanese and Allied military players, and detailed specs of weapons. Once armed and organized, you coordinate air strikes with naval attacks and ground maneuvers to overtake enemy forces in the Pacific of the 1940s. The details and options are many, while the controls and intricate menus efficiently execute your most detailed decision.

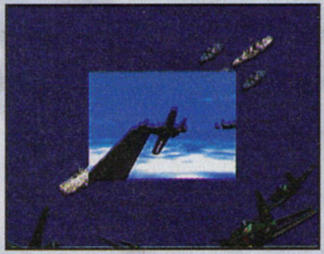
P.T.O. II (Pacific Theater of Operations II) by Koei

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	4.0

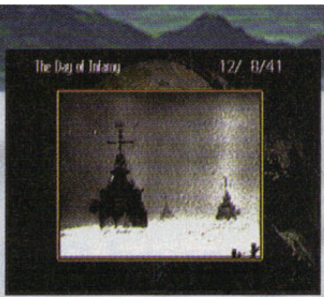
Price not available
Available now
War strategy
2 players

Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

Graphically, the game's sharp full-motion video (FMV) and animation convey a sense of history and fantasy. Mission debriefings feature FMV of actual WWII footage. The animation works well, especially during battles. The sound is also good, though the music occasionally drowns out voice-overs and special effects.



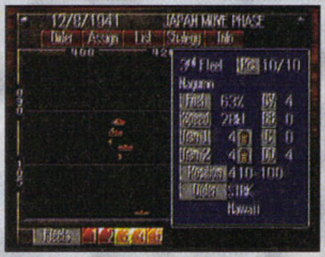
PROTIP: Before deploying your ground troops, bring in an air strike to clean out the troop's landing area.



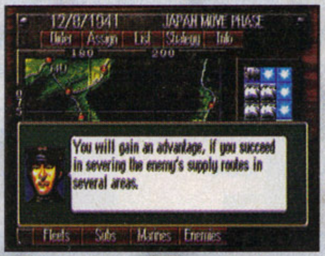
PROTIP: Play short scenarios often, because they act as war games for the larger campaigns.

Bombs Away

While games such as Iron Storm are slightly faster-paced, P.T.O. II still delivers an enjoyable WWII strategy experience. If you're a fan of strategy games, march down to your local retailers for this title. G



PROTIP: After your plan and move phases are complete, press Button Z during your battle phase to customize your fights and maximize your resources.



You will gain an advantage, if you succeed in severing the enemy's supply routes in several areas.

PROTIP: If you're just starting out, leave on the Advice option so you'll be familiar with special tactics for different situations.

PlayStation

CHRONICLES OF THE SWORD

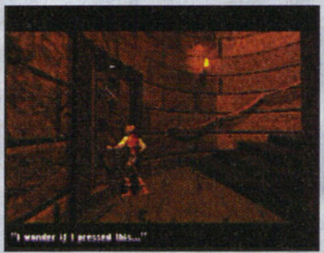
By Art Angel

Chronicles of the Sword is a point-and-click game that's so slow it should have been a simple animated movie.

CHRONICLES OF THE BORED

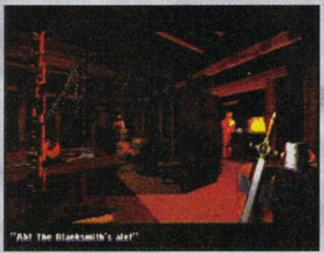
As young Gawain of the Round Table, you are sent by the wizard Merlin to dispose of Morgana, King Arthur's evil half-sister. It's a long, tough mission that takes you to over 100 locations.

Unfortunately, Gawain's movements are so slow that you'll lose interest long before the plot thickens. Furthermore, the controls are so bad that you need to be accurate down to the pixel to execute commands. You get little help along the way, leaving you stranded with unanswered questions.



"I wonder if I pressed this..."

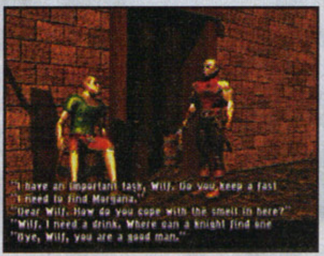
PROTIP: Press the eye of the sea horse on the bas relief with your sword. The secret door leads to Merlin.



"Ah! The Blacksmith's ale!"

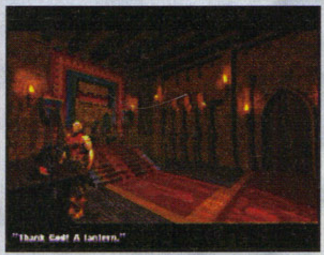
PROTIP: To get rid of the porter at Morgana's chamber door, entice him with some ale from the blacksmith's private reserve.

Chronicles has above-average graphics. The cinematics are clean, but slow, and build suspense when they kick into gear. Even better is the audio, which uses great vocal talents to play the characters.



"I have an important task, Wilf. Do you keep a fast
"I need to find Morgana."
"Dear Wilf. How do you cope with the smell in here?"
"Wilf. I need a drink. Where can a knight find one
"Bye, Wilf, you are a good man."

PROTIP: Anytime you're stuck, ask Wilf the stable boy for help.



"Thank God! A lantern."

PROTIP: Grab the lantern in the Throne room. Gawain won't go into dark places without it.

GAWAIN ALL THE WAY

Chronicles of the Sword is Psygnosis's attempt to expand into the arena of medieval RPGs. Until it gets a better understanding of what makes an RPG interesting and playable, however, it should stick to its more famous racing games for now. This Sword is dull. G

Chronicles of the Sword by Psygnosis

Graphics	Sound	Control	Fun Factor
3.5	4.0	1.5	2.0

Price not available
Available now
Graphic adventure
1 player
Mouse-compatible

Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults

Star Wars: Shadows of the Empire

We excise Xizor, pound Palpatine, and vex Vadar in this walkthrough of all 10 levels of Shadows of the Empire.

By Scary Skywalker

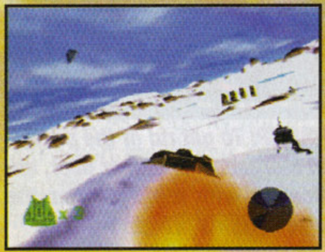
We show you how to collect all the **Challenge Points**, which allows you to uncover the game's four secrets. Collect all the **Challenge Points** on the Easy setting and you'll receive the Leebo Scan, which gives you an overhead view of the level and shows hidden areas. On Medium, you can turn the Outrider into a TIE Fighter or X-Wing fighter during the Skyhook stage. On Hard, you receive a full weapon recharge and 30 seconds of invincibility at any time, and on Jedi, the Wampas turn friendly and follow you around, wiping out Stormtroopers in their wake. Good luck!

Part 1

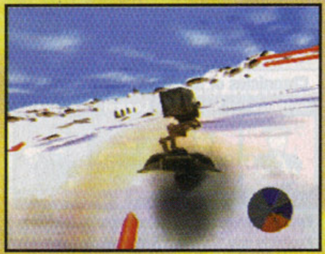
The Battle of Hoth

Stage 1

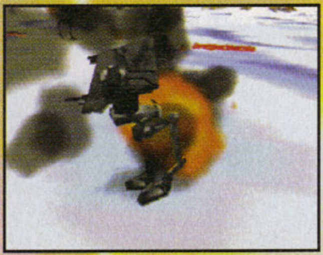
Battle of Hoth



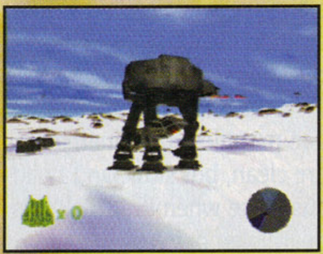
Your first objective is to shoot down the black Probe Droids. These spider-like robots put up little resistance, although in the Hard and Jedi modes, they're faster and they return fire.



Next mission—and the stakes are slightly raised. Shoot down Probe Droids, then attack the two AT-STs. To down these chicken-walking Imperial sissies, shoot them from behind, then fly away. To avoid being hit, vary your speed and altitude constantly so they can't get a fix on you.



If death is imminent with one more direct hit (the ship indicator in the lower left corner has turned red), then fly directly into the least damaged AT-ST. This kamikaze tactic destroys it immediately.

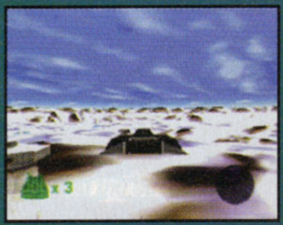


The next objective is the toughest: Destroy the Probe Droids, then concentrate on the AT-STs. But you also have to contend with the elephantine AT-ATs.

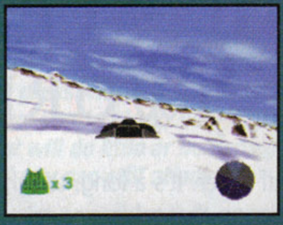
To destroy the walkers, you must release the tow cables near their feet. Get a fix when you're near the ankles of these machines, then pull the trigger. Remember—you can continue to shoot the tow cable if you don't connect immediately, so keep squeezing the trigger.

You get a **Challenge Point** for every AT-AT downed with the tow cable. You can also try shooting them, but that takes forever.

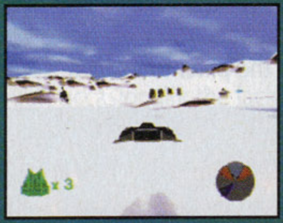
Snowspeeder



The Snowspeeder is the Rebellion's best short-range fighter in ice environments. When battling on Hoth, use a behind-the-ship view for maximum efficiency. Remember that hitting the ground or enemy vessels will damage your 'speeder.



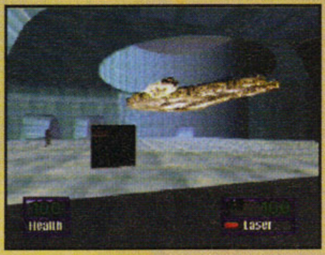
Deciphering the radar blips keeps you alive. The pale blue indicator is your ship's front end. Line up pale blue with dark blue segments to get a bead on your enemy.



When any segment of the radar flashes, an enemy's locked on you. Immediately pull up or down and give yourself a speed burst to avoid the fire.

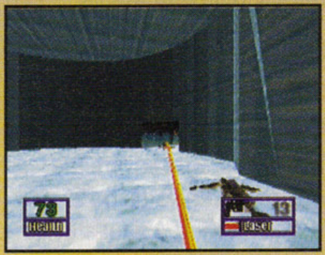
Stage 2

Escape From Echo Base



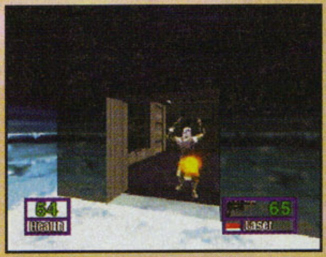
First things first: In the Doom-style levels, use the first-person perspective. You can target enemies farther offscreen than in any other view.

You start Echo Base near a few Rebel Snowspeeders. Proceed forward, then turn at the first opening on the left. You'll see the *Millennium Falcon* taking off.

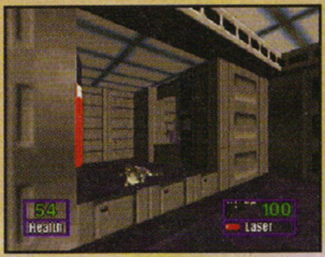


In the room just vacated by the *Falcon* are four Stormtroopers. Don't run into the room, because there are two more Stormtroopers to the right in a hallway. Press and hold the trigger while shooting to lock-on more accurately.

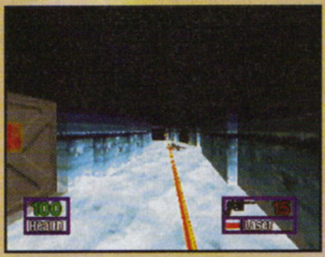
After eliminating the four Stormtroopers in the main room, creep around the corner and shoot to the right. Take out the two Stormtroopers and move down the hall.



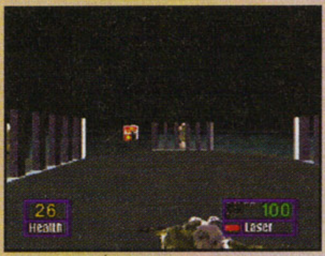
The next obstacle is this door. Two Stormtroopers are behind it.



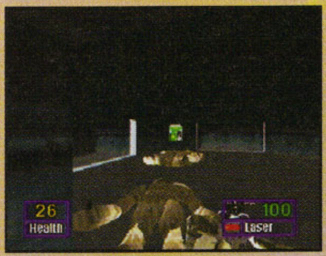
In the room behind the door and to the left is a small side-room. Go into this room and activate the panel on the wall. A **Challenge Point** and a full-health icon are in there. Leave the full health until you really need it.



Go into the next room and take the door to the left. There's a Stormtrooper lurking near the door. Blast it and proceed down the hall. Stop when you see a door on the left side of the corridor.

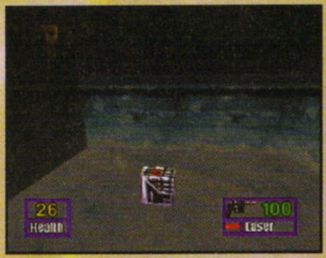


Behind the door are a Stormtrooper and three Wampa monsters in confinement. Blast the Stormtrooper and hit the switch to open the Wampas' cages.

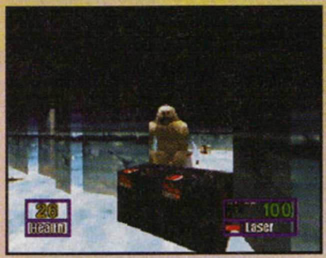


Quickly leave the room and listen for the Wampas' roars. They're fighting each other, which is good for you because they're hard to kill. When the melee dies down, open the door again.

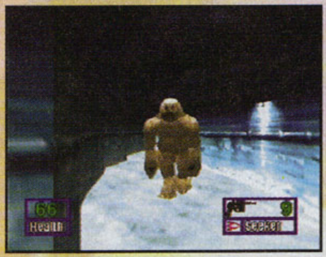
If any of the Wampas are still alive, draw them into the corridor and shoot them. It takes several shots, so you want to give yourself plenty of room to retreat. Wampas can destroy you in two hits.



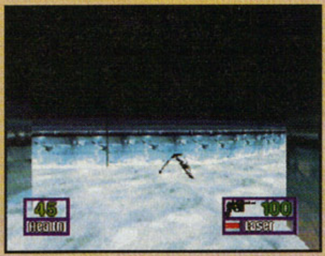
Go back into the room when you're done and grab the box from the middle cage. Seeker missiles are your prize!



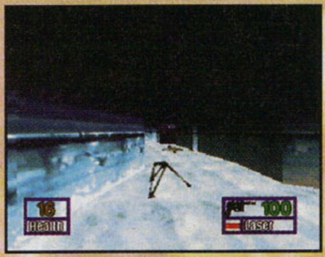
Return to the corridor and continue your search. To the right are a few crates shielding a Wampa monster. Down the hall is a Stormtrooper and an autogun. Blast both of these, then take on the Wampa.



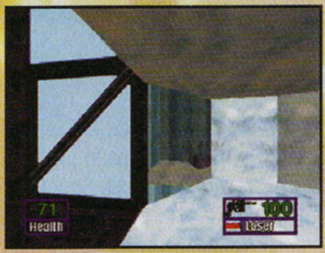
You now have the choice of blasting the Wampa or taking it out with Seeker missiles, which do more damage. A **Challenge Point** and two health packs are behind the Wampa.



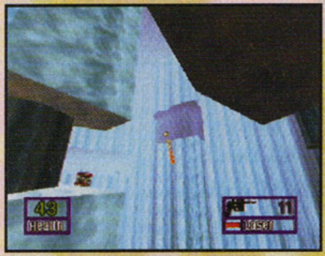
Go back down the corridor, which splits into two paths. Take the hall to the left first. Blast the two crates, and stop when you get to the door on the right side of the hall.



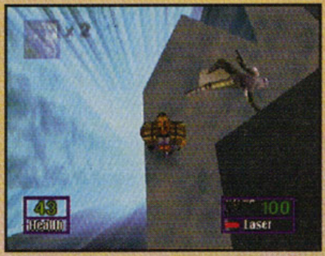
Again, a Stormtrooper and three imprisoned Wampas inhabit this room. Follow the steps from the last encounter, then proceed back to the fork in the path. Now take it to the right.



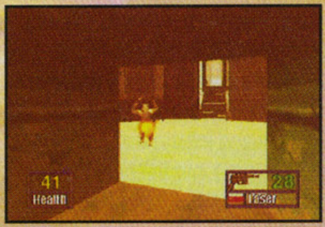
At the end of the hall is a bridge. Shoot the autogun, then go after the two Probe Droids beneath the bridge. Now shoot the Stormtrooper across the chasm. Before you take the bridge, turn to your right. There's a small ledge with a **Challenge Point** on it.



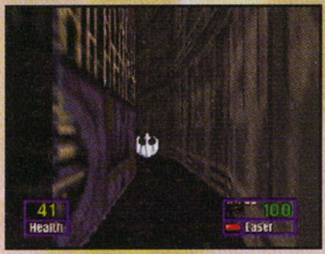
Now cross the bridge and go to your left. Enter the tunnel, blast any remaining Stormtroopers, then exit the tunnel and target enemies on the ledges in front of you. An autogun and a Stormtrooper are on that distant murky ledge.



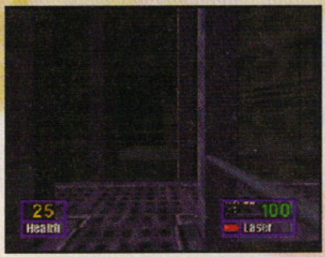
After exiting the tunnel and wasting the enemies, go to the right and collect the **Challenge Point** at the edge of the path. In order to navigate the tricky ledges, use the overhead view. Now travel to the ledge where the autogun is perched. Enter the hallway, proceed to the elevator and viola—stage complete!



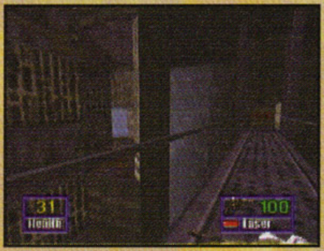
Cruise down the hall and destroy the first red crate—but beware of the Stormtrooper lurking behind it. Proceed down the hall and you see stairs in front of you. Stay in the hall and blast the Stormtrooper and Probe Droid, then stop: Another Stormtrooper will mosey along, so take care of him, too. Go to the stairs, quickly look up, and shoot the Probe Droid.



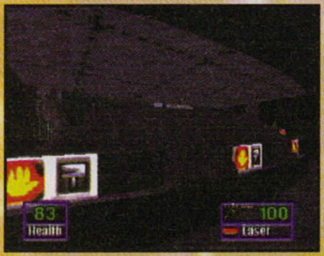
See those two giant barrel-like compartments on either side of the stairs? Proceed into the one on the right for a **Challenge Point** and some health. The one on the left has a health pack.



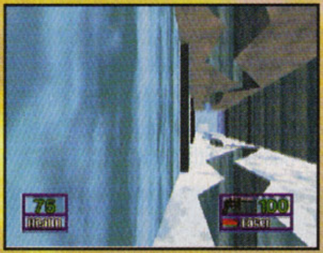
Walk up the stairs and blast the Probe Droid. The walkway now goes left and right, with a small room visible straight ahead. Blast the Stormtroopers to the left and right, then jump into the room, which contains a **Challenge Point**.



Jump back on the walkway and proceed to the right. Follow the walkway, blast the Probe Droid around the first corner, then continue. Stop when you see a door on your right. Turn left and blast the Stormtrooper, then walk to where the Stormtrooper was. On the right and left are two compartments. Jump into the one on the left for an extra life, **Challenge Point**, health pack, and Seeker missiles. Jump into the one on the right for another extra life, **Challenge Point**, and health pack.



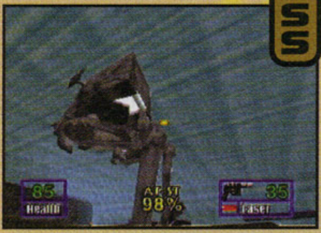
Go back to the elevator, ride to the top, and shoot the two Stormtroopers in the next room. Proceed carefully around the generators and eliminate the other Stormtroopers. Activate all switches in the room, then leave.



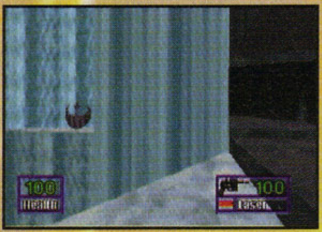
Run down the hall, and gun down the Stormtrooper and autogun. Open the next door as the floor starts to crack and grab the **Challenge Point** that materializes in the wall in front of you. There's also an extra life on the right side of the room. Jump back to the left, then run toward the exit.

Switch to your Seekers to eliminate the two Stormtroopers guarding the exit. Take the elevator, navigate the hallways, and face...

AT-ST BOSS

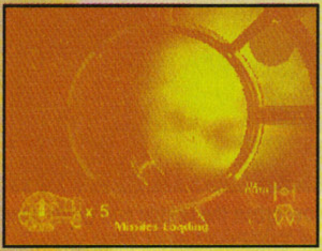


...the boss! This is one easy boss, though. The best way to eliminate it is to run between its legs, then get behind it, aim up, and fire. It takes a while to whittle it down (if you use Seekers it takes less time, but you may want to save the Seekers for later). Continue to run behind the walker to destroy it.

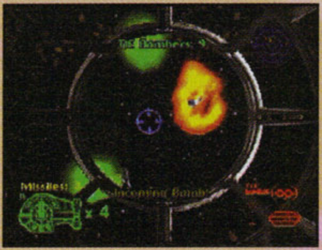


Collect all the power-ups in the room, then go to the exit. Shoot the crates at the end of the hall to reveal a room with a Wampa. Kill the Wampa, then search the room for a **Challenge Point** (it's on a ledge to the right). Leave the room, go down the hall, blast all the Stormtroopers guarding the Outrider, and take off.

STAGE 3
Asteroid Chase

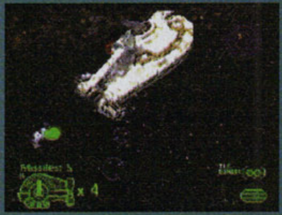


Basically, the Asteroid Field is a large shooting range. You have to destroy two types of ships—TIE Bombers and TIE Fighters. Bombers hover to a point in front of your ship and wait for their bombs to detonate. Fighters aggressively fly in and riddle your hull with laser blasts.

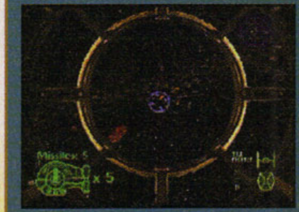


TIE Bombers can be destroyed with laser blasts or missiles. A good tactic is to lock on the middle Bomber in a group and fire the missile. The resulting explosion takes out up to two other Bombers.

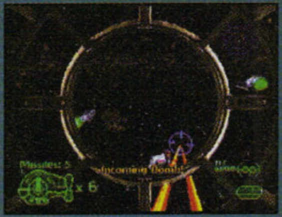
The Outrider



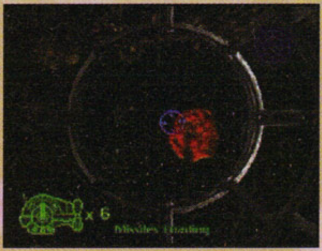
The *Outrider* is a magnificent vessel. Based loosely on the *Millennium Falcon*'s engine, it's a good battleship. You take the helm of the *Outrider* twice—in the Asteroid Field and during the Skyhook Battle.



The cockpit view is the easiest to use for intense fighting: Arrows flash to the right or left to indicate enemies offscreen, and it's easier to target them than it is from the behind-the-ship view.



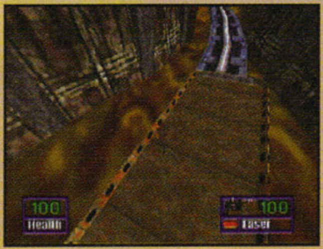
Use TIE Bombers' weapons against them: You can shoot bombs that TIE Bombers are readying for launch (they'll look like pale green lights).



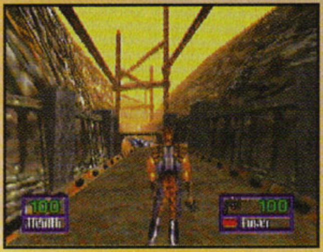
Don't forget to shoot red asteroids. They yield valuable **Challenge Points**. Also, don't worry about using up the missiles. Although they take a while to load, you have an infinite supply.

Part II
In Search of Boba Fett

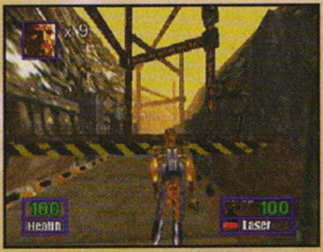
STAGE 1
Ord Mantell Junkyard



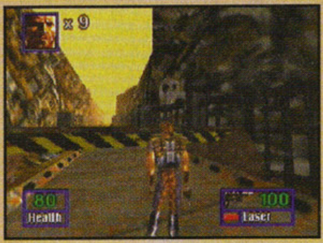
Ord Mantell is basically a timing stage. Carefully timed jumps make all the difference in the world. You're on a timer of sorts, since you have to make the jump to the last hover train before it speeds away. Remember Leebo's advice—never jump when the train is on a turn.



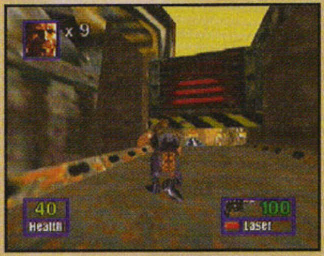
Try the behind-the-Dash view for optimum performance. There's a **Challenge Point** right at the beginning of the stage. Jump to get it.



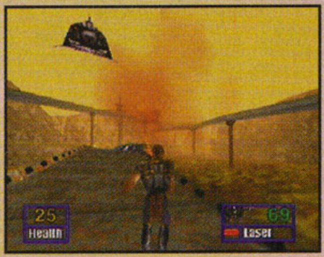
The next **Challenge Point** is on top of the first barrier. Stay to the left of the screen, then jump over the barrier and snag it.



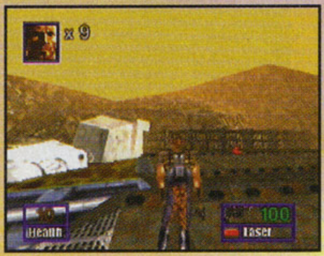
Go to the right of the screen and wait for the next **Challenge Point**, which is above the fifth barrier.



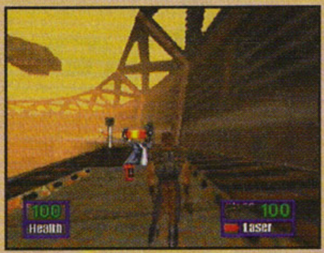
Move to the left of the screen. Just below the seventh barrier is an extra life. Crouch to get it.



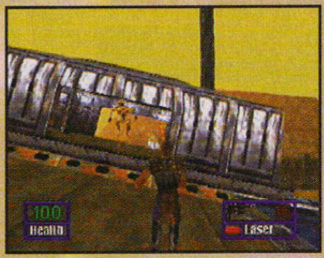
Dogbots are annoying flying enemies, but they're fairly harmless. Shoot them, but never sacrifice making a jump (which does more damage) to blast a Dogbot.



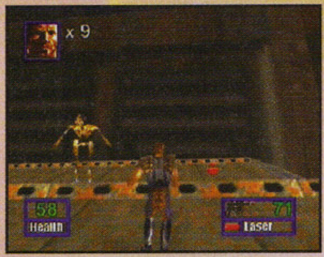
Ride the train until you see a track to the right that merges with your track. Jump onto that train and grab the extra life. Wait until you pass a switching station (a large mechanical barricade blocks the train on your left), then jump back onto your original train.



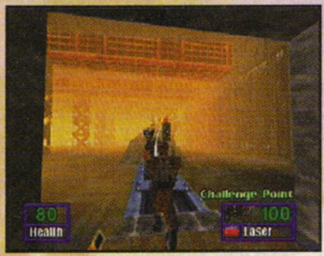
You'll see some orange-colored barriers along the track. Shoot them, then continue to shoot into the distance. Another train pulls up alongside yours with an Assassin Droid on it. Dispense with it.



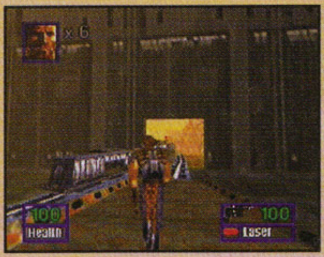
Now be on the lookout for a boxcar, which pulls alongside your train. Shoot the Assassin Droid inside, then jump to the boxcar and grab the **Challenge Point**. Quickly jump back to your train.



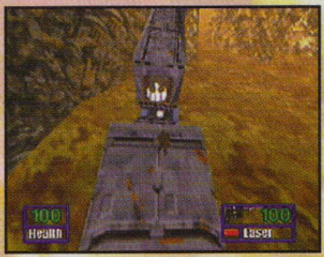
The next hover train that pulls alongside has an Assassin Droid and an extra life. Shoot first, grab the life, and jump back on your train.



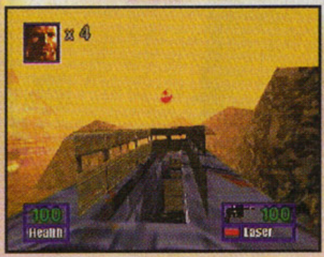
Before you enter this tunnel, get the **Challenge Point** in the air. You don't see it until it's too late, so jump before the car goes into the tunnel.



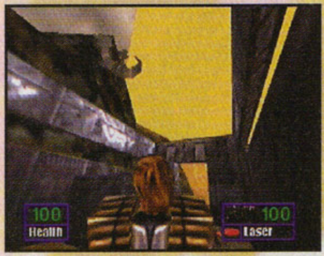
Travel on, and you see a multicar train pulling up on your left. Shoot the train guard on the caboose of the train, then jump into the caboose and get the full-health icon. Shoot another train guard and grab the **Challenge Point**.



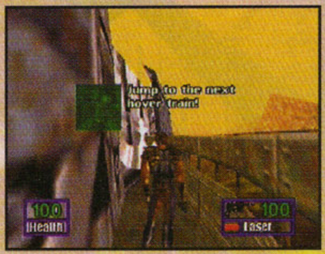
The next car also has a floating **Challenge Point** in the back. Climb on top of the car, then switch to an overhead view to help you maintain your balance. Grab the **Challenge Point** and move on.



On top of the next car is an extra life. Grab it, go into the car, then jump to the next train in front of you. You can try to make the jump from the top of the car, but make sure the train isn't on a curve (you'll hear the brakes moaning).

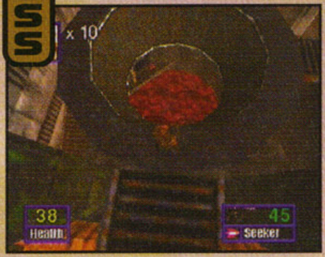


Jump to the next car, eliminate the train guard, turn the corner, and eliminate the next guard. Jump up onto the partition and grab the **Challenge Point**. Then jump to the next car and shoot the train guards from a distance. Shoot all flying enemies before collecting the full-health pack. Jump to the next train and grab the extra life.

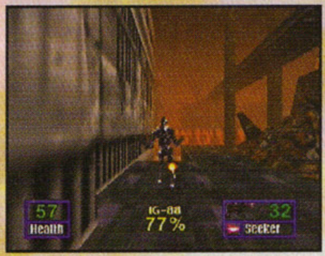


Now jump to the next train and go to the right. Grab the **Challenge Point** and health pack, then go back and to the left of the train you're on. Jump to the next train, shoot the guard, then hop onto the front while Leebo applies the brakes. Now it's on to…

BOSS IG-88

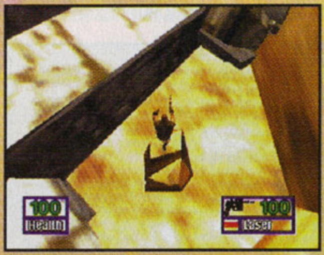


…the next boss's level. IG-88 is a lot easier than he looks, but don't attack him yet. Go to the ledges above the junk pile to find Seekers and a **Challenge Point**. Then go to the far end of the level toward the circular drums. Fall into them and grab a **Challenge Point** from each drum. You'll also find an extra life and a full-health icon.

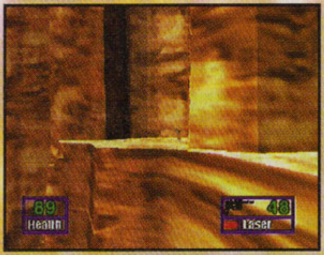


Now stand toe-to-toe with IG-88 and blast away. Make sure the Seekers hit dead center. Twenty Seekers should do in the tin man.

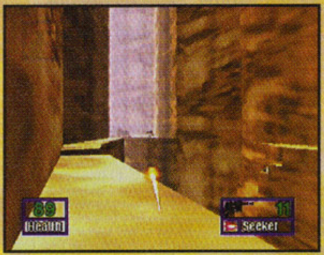
STAGE 2 Gall Spaceport



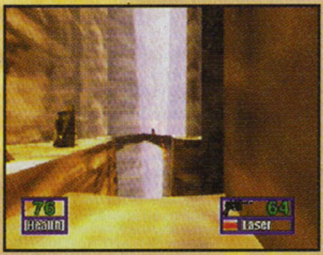
You end up at the Gall Spaceport, where you meet Boba Fett. Before you leave the *Outrider*, pick up the pack of Seeker missiles onboard. Go outside and switch to the overhead camera. Jump on the rocks to the right of the gangplank, then hop onto the ship. Grab the **Challenge Point** at the front of the ship.



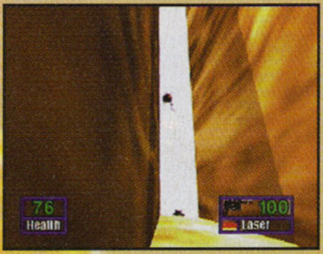
Go down the valley to this chasm (are you in the right viewing mode?), turn the corner, and immediately destroy the Probe Droid. Jump to the left of the screen, walk a little farther, turn right, and knock off that errant Stormtrooper. Go a little farther still and shoot the Probe Droid rising from the chasm.



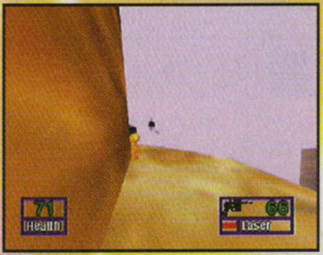
Send a Seeker missile into the gloom and destroy the autogun turret on the far ledge. Move a bit farther and send another Seeker to take out the turret next to it.



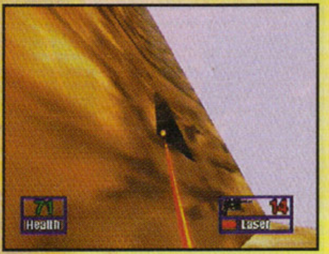
Walk along the right ledge and nail the barely visible Stormtrooper on the ledge in front of you. There's a Probe Droid around the corner to your right, and one more just before the bridge.



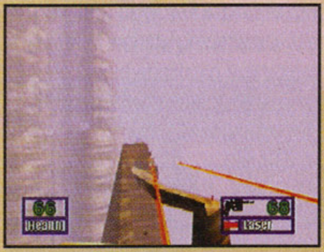
Cross the bridge, and prepare yourself for an Imperial Commando. They go down as easy as Stormtroopers, but their shots are more damaging. Look up and shoot the Probe Droid above you.



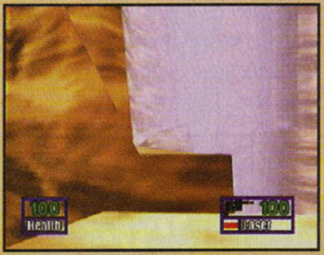
Follow the narrow ledge until you come to a Probe Droid hovering in the distance. You can destroy it by aiming up (slightly) and shooting. It won't return fire because you're out of range. There's another Probe Droid below and to the left of this one. Shoot that one also.



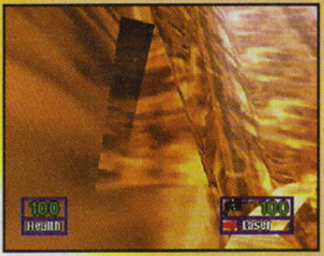
Keep following the ledge until you see a cave in the rock above. Stop, aim up, and shoot the Imperial Commando (you may have to wait for him to appear).



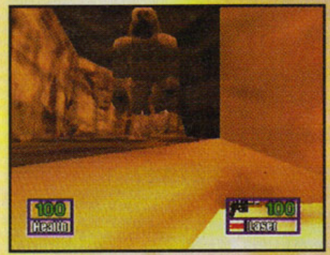
Proceed forward, and shoot the two Probe Droids. Jump the gap, then turn left and shoot one last Probe Droid. Turn right, walk carefully to the edge of the cliff, and shoot at the cliff in the distance. You should hit a Stormtrooper on that ledge.



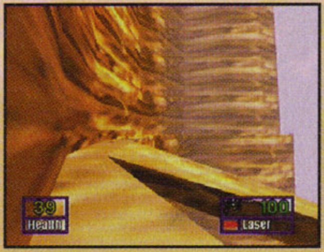
Turn around and go back to the other edge of the rock you're standing on. Turn right and jump the small gap.



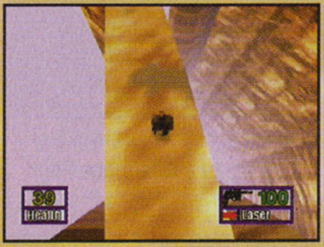
Look for another cave in the wall on your left. If you jump into it, you'll find two health packs. Grab them if you need to, and head back out the way you came in.



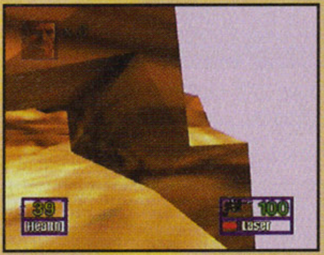
Walk along the ledge and look for the two Stormtroopers. Shoot them and continue walking. There should be another cave to your left, which in this case contains a...Wampa? If the Wampa's in the cave, leave it be; if it's out strolling, kill it. There's a health pack in the cave.



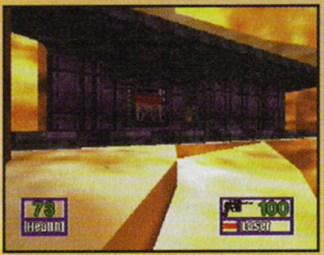
Just past the cave is a small bridge that leads to the right. At the end of this bridge are a **Challenge Point**, a full-health icon, and Seeker missiles. But in order to get there, you must be very careful. First, switch to the overhead camera (which makes navigating the ledge much easier).



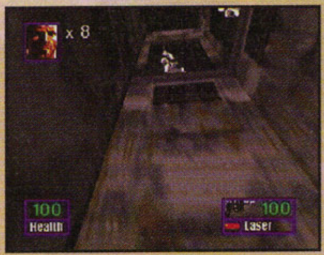
Proceed along the bridge and into the stone tunnel. Keep going until you see a slightly discolored patch on the ground. Stand there, turn around, and face the tunnel.



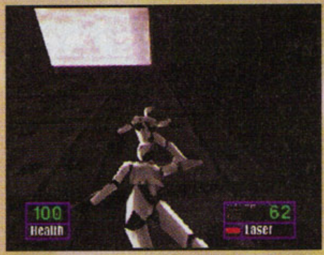
Switch to the first-person view again. See the stairs to the right of the tunnel? Jump to them, climb up, and grab the **Challenge Point** and Seekers. Now switch to the overhead view again and walk off the top of the cliff onto the ledge. Proceed to the end of the cliff for a full-health icon. Now turn around and go back to the ledge you started from.



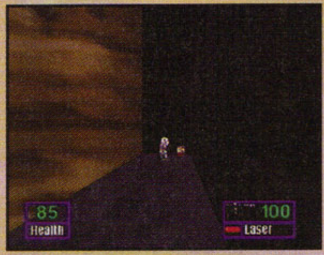
Walk along the edge until you see the heavily armored doors of the Empire fortress. There are three Imperial Commandos along the ledges and two Stormtroopers guarding the door. Blast them and activate the door.



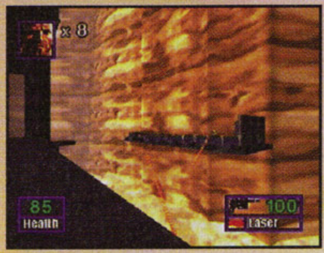
Go into the fort and blast the three floor guns. Grab the two health packs, then turn to the right, and catch the elevator. When in the elevator, aim up and shoot one of the two Stormtroopers at the top.



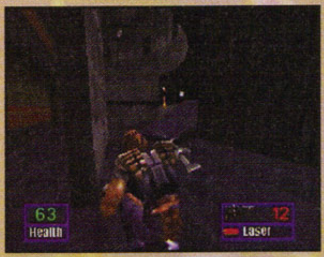
When you exit the elevator, shoot the other Stormtrooper, then move into the next room and shoot the next two Stormtroopers. Two more lurk around the corner. Shoot them, too.



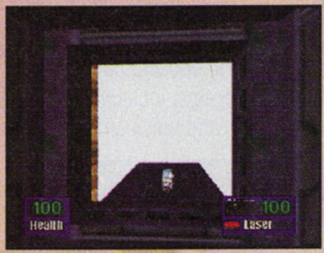
Walk cautiously onto the ledge. Turn to the right and blast the Sentry Droid. Grab the health pack if you need it. Turn around and continue walking the ledge. Blast the Stormtrooper around the corner.



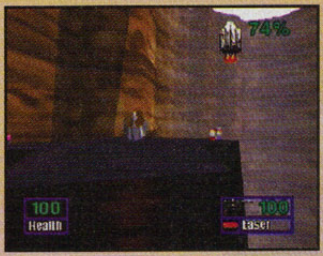
To the left of you are the main doors. To the right is a ledge with a switch for the main doors. Blast the two Stormtroopers from where you're standing, then grab the moving platform that takes you to where they are. Activate the switch, take the platform back, and enter the main doors. The doors are timed, so you can't dawdle. Don't worry about falling off the ledge—there are health power-ups and an elevator on the ledge below you.



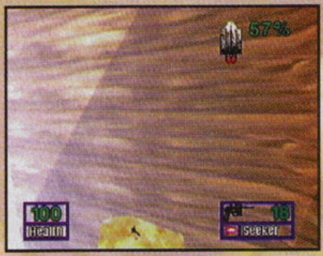
Inside the main doors are a Stormtrooper and Sentry Droid. Shoot them both, proceed to the corner, and find the elevator. Take the elevator up, shoot the Stormtrooper, and go into the next room. Around the corner is more trouble. Shoot the Stormtrooper in front of you (crouch when you turn the corner to minimize damage), then shoot the Sentry Droid to the right. Go up and to the right, shoot the Stormtroopers off the walkway above you, then gun down the one in the doorway in front of you. Take the elevator up, aim up, and shoot the Stormtrooper off the ledge. In the next room across the walkway are two health packs. Grab 'em if you need 'em. While on the walkway, you may have noticed a **Challenge Point**. You can only get it once you've acquired the jetpack.



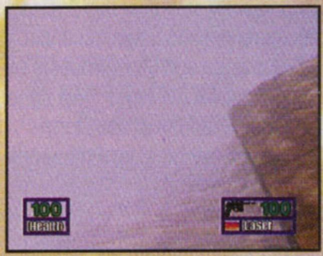
Take the elevator that's to the right of the room with the two health packs. At the top of the elevator is a Probe Droid. Blast it, go to the tower on the right, grab another elevator, and blast the Imperial Commando at the top. Activate the switch, turn, and grab the jetpack.



Take the jetpack to the top of the tower. You'll score a **Challenge Point** and power-ups.

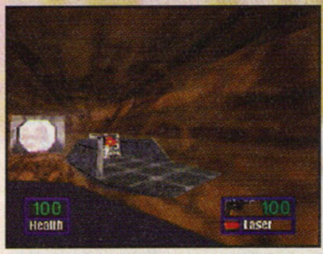


Now backtrack to the inaccessible **Challenge Point** that was near the walkway. Head back out to the tower and take a flying leap off the edge. Activate the jetpack, and float to the nearest cliff.

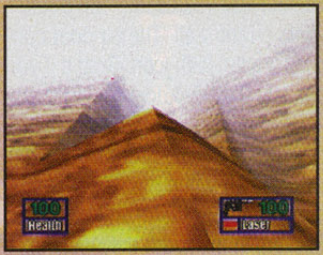


Look up, and in the distance you'll see a tiny flicker. It's a **Challenge Point**. You may run out of gas, so use the overhead view and try to land on a ledge.

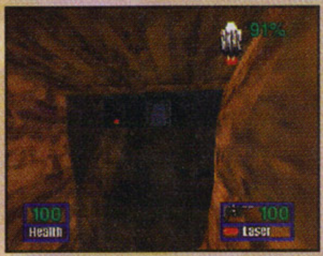
Land on the cliff and let the jetpack recharge. Switch to Seekers, jet to the cliff nearest the one you're standing on, and blast the autogun with one Seeker. Repeat until you've leapfrogged across the canyon. When you see the door that's set into the cliff wall, blast the Stormtrooper on the ledge and enter. Stage complete!



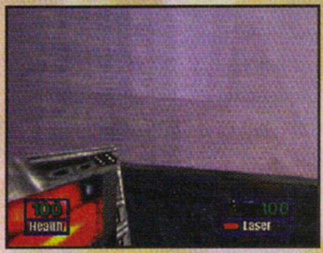
Go through the next door and jet to the top. An Imperial Commando's up there, so stay alert! Go into the next room and call a sail barge. Pick up the pulse ammo, too.



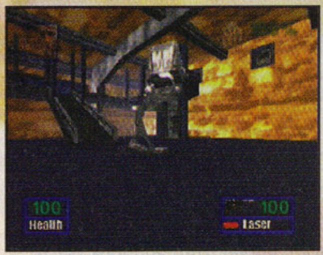
Hop on the sail barge. When you come to this cliff, jump off the barge and jet to the top. A **Challenge Point**, flamethrower ammo, and pulse ammo await you. Now turn toward the cliff that the sail barge emerged from. Jet into the cave and set yourself down on solid ground to refuel your jetpack.



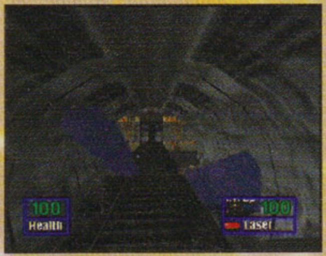
Above you is the landing that you started from—but below you is a hidden cave with a **Challenge Point** and full-health icon. Float down, then jet back to the landing, and call the sail barge again. This time, take the barge until it stops.



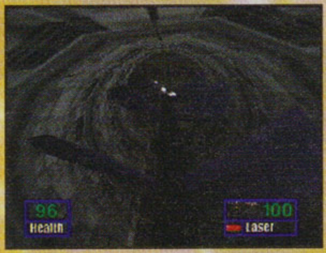
To your right is a distant ledge, barely discernible in the gloom. Jet over to it and pick up a **Challenge Point** and power-ups. Jet back to the barge and go left.



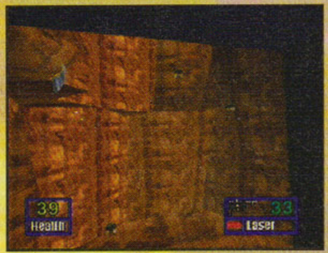
It's your old friend, the AT-ST! Follow the tips from Echo Base to defeat it. When you do beat it, a switch carousel opens, revealing another **Challenge Point**. Fly to it. Each switch represents one of the vents on the wall. The far door contains a full-health icon. Grab it if you need it. The third door is where you want to go. But behind the switch carousel are three Stormtroopers who appear when the AT-ST is destroyed. Shoot them, and get the Seekers in the room they were in. Now head for the third vent.



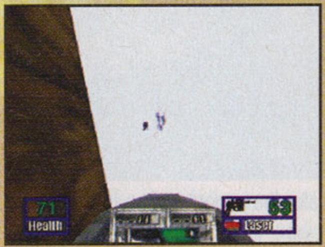
The corridors are filled with Sentry Droids and Stormtroopers, so be careful when winding your way around the dark hallways. You soon come upon this room with the rotating fans. Jump carefully past the deadly blades.



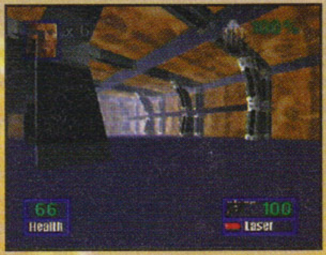
When you see this well (which also contains deadly blades), drop down, then look up when you hit the bottom. There's a **Challenge Point** in here. Continue through the corridors until you reach the chasm.



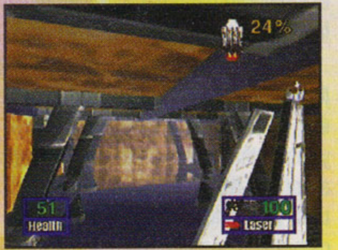
You need to shoot right off the bat, because three Seeker Droids open fire. Float into this cavern, grab the **Challenge Point** and any health packs you need. When you're done collecting, back up to the opening you jumped from and look up. If you see any Imperial Commandos above you, shoot them—there are three of 'em. If you wait long enough, you'll see them fall to the ground.



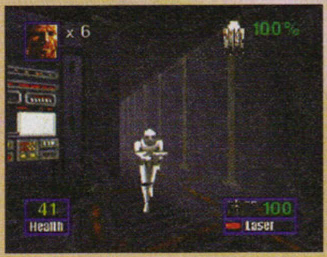
Float up to where the Imperial Commandos were (if you didn't kill them, send Seekers after them when you float up) and walk down until you see another sail barge. Jump in and stay on until it stops. Grab the **Challenge Point** during the ride.



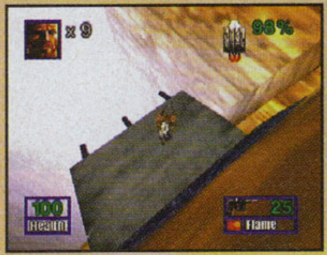
The barge will stop near this docking bay. Jump out and target the Imperial Commando and Stormtroopers on the right side of the room. Float up to the next level and blast the Stormtroopers on the left side of the room. Run down the walkway and activate the door switch. Fly to the right and go through the door. Cruise down the halls and catch the elevator. In the elevator, face forward and blast the Imperial Commando at the top.



Follow the hall to the next docking bay that has an Imperial Shuttle in it. Shoot the Imperial Commando across the way, then go into the shuttle. Blast another Imperial Commando, and pick up a health pack and some Seekers. On top of the shuttle is another health pack and a **Challenge Point**. Go up to the second level on the left side of the room, blast yet another Imperial Commando, and activate the door. Turn right at the switch and fly through the door.

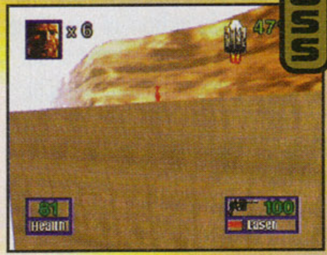


Saunter down the hall (you come across four Stormtroopers), pick up pulse ammo and health packs, then catch the lift.

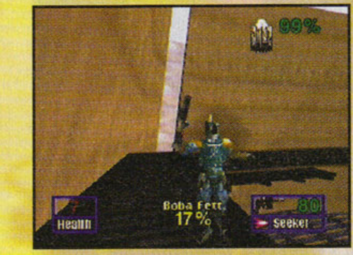


You're now in Boba country. But before you fight, float to the ledge below the platform (Boba won't chase you) and collect the **Challenge Point**. Walk to the edge of the cliff and look down. On the platform below is another **Challenge Point**. Now you must fight Fett.

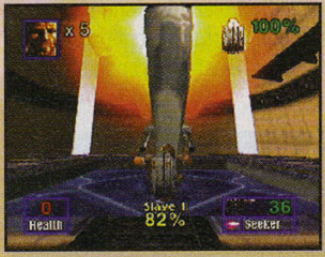
Boba Fett BOSS



Fett's one of the toughest bosses in the game, and you soon find out why. Before you start on him, fly to the top of the docking bay and grab some power-ups, including an extra life, Seeker, and pulse ammo.



The most effective attack is a close-range one (Seekers can't target him) with the pulse ammo. Try to hide under the platforms until he lands near you, then let him have it. You may lose a life bringing him down.

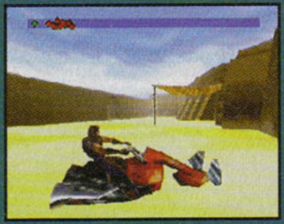


It's not over yet—now you have to fight *Slave 1*, Boba Fett's ship. Try to get under the ship and shoot it from behind. Seekers work well if your aim is good.

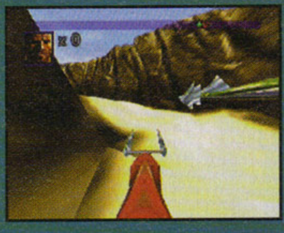
Part III

Hunting the Assassins

THE SWOOP

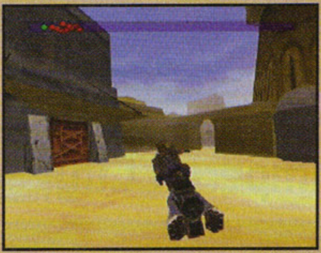


The swoop is a hard vehicle to control because it responds quickly to any joypad movement. That's why it's not essential to barrel through Mos Eisley and advisable to go at a speed that you can handle.

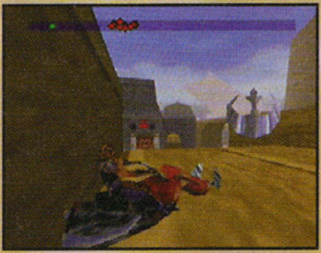


It's easier to ram henchmen when using the on-the-bike view. You have to wait for only the front spoilers of the enemy's swoop to appear, then ram left or right.

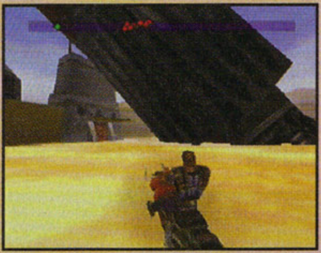
STAGE 1
Mos Eisley & Beggar's Canyon



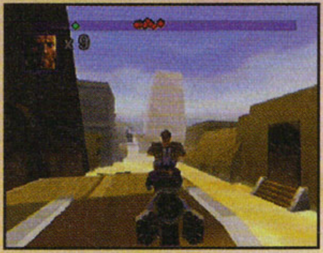
The most important point of this stage is to finish your mission objective (destroy the Swoop Gang), then return to Mos Eisley and collect the **Challenge Points**.



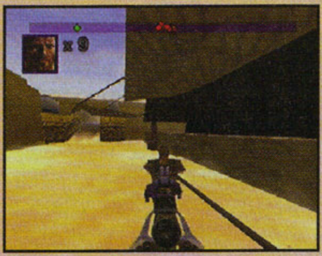
The first **Challenge Point** is to the right of the first ramp you come to. Jump off the ramp and pull to the right. Try not to hit the wall. The ledge you land on has a **Challenge Point**. Jump from the ledge to the extra life.



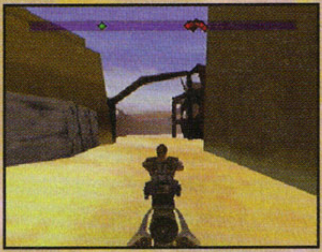
Go left when you see this large structure and grab the **Challenge Point** around the corner.



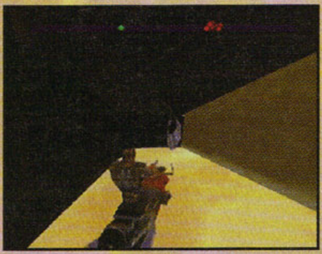
The next ramp you come to has a **Challenge Point** in the air and another on the ledge to the right. Jump off the ramp, turn right, grab the **Challenge Point**, then jump back to the **Challenge Point** above the ramp.



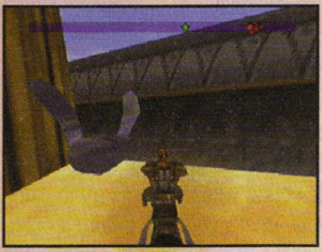
See the building on the right? Go into both alleys and grab two **Challenge Points**.



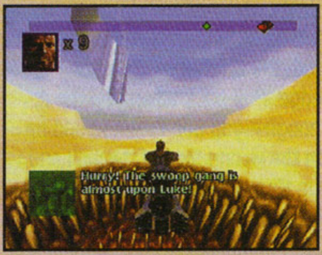
Keep moving through the level until you see this huge rusting hunk. Turn left to find another **Challenge Point**.



You'll pass where the Imperial Shuttle took off earlier. There's another building like the one with the alleys from earlier. Check the alley for another **Challenge Point**.

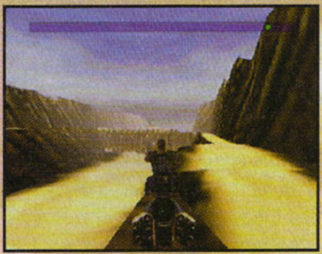


Now head out of town and as soon as you pass the last archway out of town, turn around. You'll see an alley to the right. Go in it, and you'll receive a **Challenge Point** in the shape of Max from Sam and Max (another Lucas game).



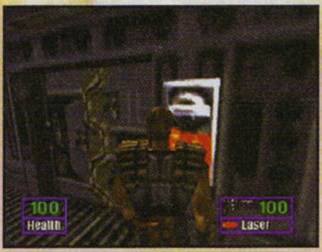
Hurry! The swoop gang is almost upon Luke!

The next two **Challenge Points** are above the two Sarlacc pits. Back up, then gun the Swoop over the pits and grab the **Challenge Points**.

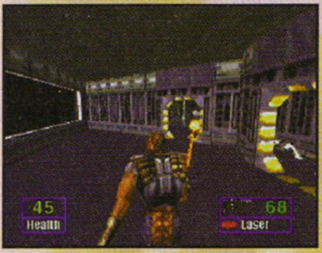


The last **Challenge Point** is on the second stone archway in Beggar's Canyon. Ride up the side of the arch, grab it, and head for the end of the level.

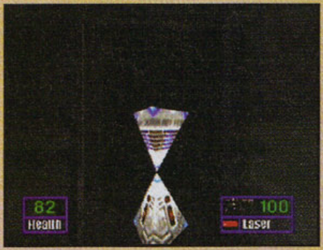
STAGE 2
Imperial Freighter Suprosa



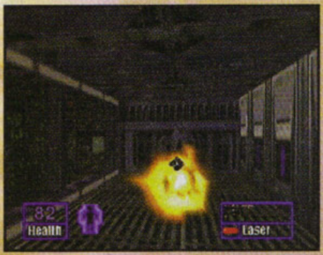
Your job on the IFS is to find the supercomputer and disarm it. When you start the level, go to the first door on the right. There are two Stormtroopers behind it, so be ready.



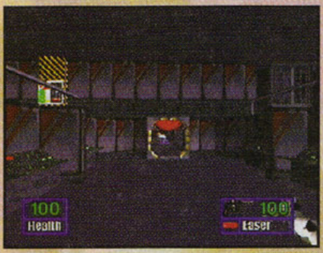
Go to the left of the door and get the **Challenge Point**. In the large space in front of the **Challenge Point** is a Stormtrooper. Blast it and move to the room to the right of the entrance. Two more Stormtroopers are lurking near that door. Blast them.



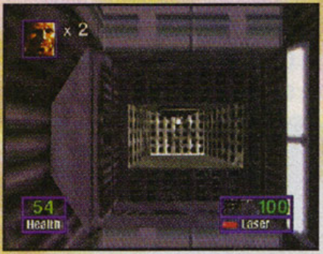
Open the door and get ready for fire from the right side. You're in the troop quarters. Check the wall lockers in each compartment for power-ups. In the locker that's in the last bunker on the left is an invincibility icon. Grab it.



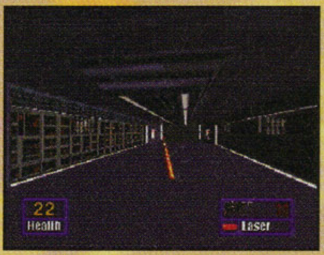
Proceed to the next room and turn right. Destroy the autogun, grab the **Challenge Point** behind it, then turn around and take the elevator downstairs.



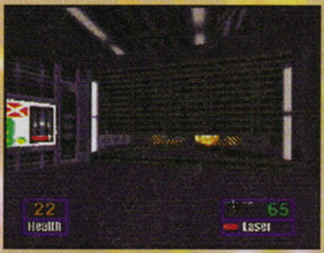
You end up on the *Suprosa*'s deck. Blast the three Stormtroopers, and grab the full-health icon on the left of the ramp. Activate the door, go down the ramp, and be ready to blast three annoying Sentry Droids. Stage complete!



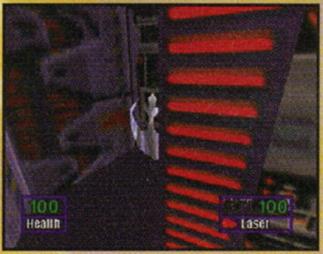
Enter the next door and you meet an a deadly new enemy: wall-mounted cannons. Blast the two on the right and left of this switch. Activate the switch and wait for the door to open.



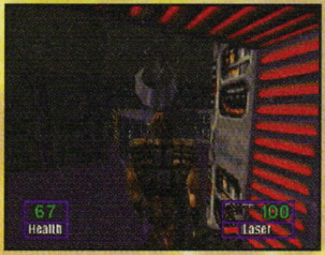
Don't rush in—there are four wall-mounted cannons in this corridor! Enter slowly, wait for their shields to rise, then step back outside. With careful aiming and shooting, you can blast these suckers from a safe distance.



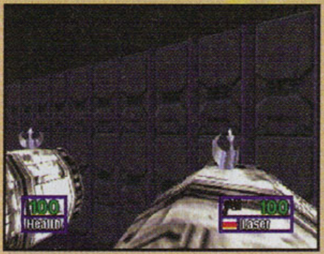
Head to the next two switches. Activate the one on the left, which raises the door slightly. Then crouch and shoot the Sentry Droid in the foyer. Activate the switch to the right and enter the room. Destroy the wall-mounted cannons and proceed through the next door.



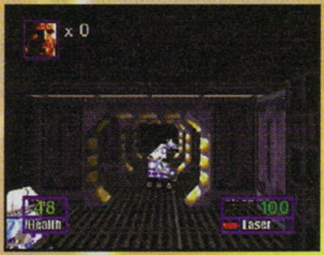
The next room has two annoying Sentry Droids. Blast them, and be sure to blast the other droid visible through the gap in the right wall. Now carefully proceed through these whirring generators. Grab the **Challenge Point** on the left in the second generator.



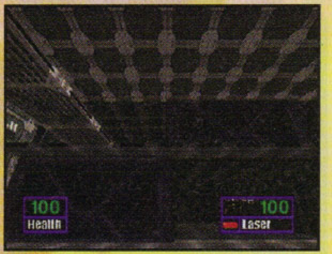
There's a second set of generators. Run the gauntlet once more (grab the extra life on the left in the second generator compartment) and be sure to leap at the end to grab the **Challenge Point** on the ledge. Pull back when you get it, though—you don't want to end up on the wrong side of the wall and run through the generators again. Take the elevator down.



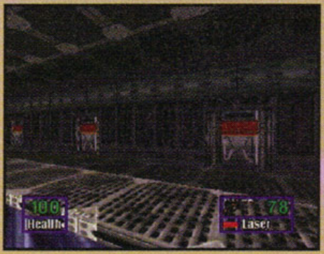
More machinery? Oh, well...Jump onto the revolving platform, then try to jump on the machinery behind the revolving platform. There's a **Challenge Point** on each piece of machinery. When you're done, jump on the second platform to the left of the entrance and try to get to the elevator on the ledge.



When the elevator stops, prepare to meet four Stormtroopers. Blast them, and collect the four health packs in this room. Proceed to the next room and blast the two Stormtroopers by the elevator. Take the elevator up, and prepare to blast four Sentry Droids. When done, proceed down the hall and take the elevator. Stage complete!

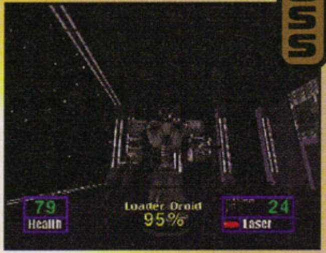


You'll find yourself in this large cargo hold. Along the wall are switches which activate the doors. Your goal is to get two doors to open simultaneously—the middle door of the middle level on the left side of the entrance and the door right above that and to the left. There's a stairway in the first room that leads up to the second room, which allows you to travel along the top level.



Along the top level are three doors, most of which have Stormtroopers behind them. The first door has only two, but the middle door has five, so be ready, and go in only with a full life bar. There's a **Challenge Point** in the room with the five Stormtroopers. There are also two more **Challenge Points** hidden in crates in the cargo hold. To the left of the last door is a small passageway that leads to a couple of Imperial Commandos who are watching the command deck. Gun them down, then take the elevator to...

Loader Droid BOSS



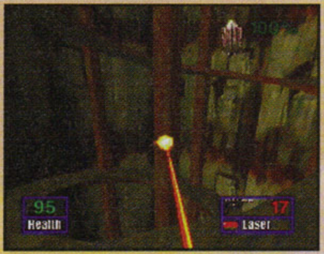
...the boss! It's a fairly dumb boss that runs a specific pattern. If you have anything stronger than your Blaster (excluding the flamethrower, because you don't want to get too close), use it. Run in front of the droid and have it chase you around the level. It makes a grinding metallic sound when its arms try to catch you—that's your cue to turn around, aim for its tiny head, and hit it with everything you have. Stay a fair distance away; if it catches you, it can kill you quickly. When you're done, go toward the supercomputer, grab the **Challenge Point**, then back up to the command room and activate the switch.

Part IV

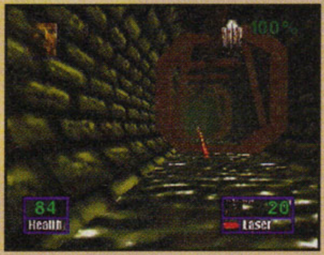
Lair of the Dark Prince

STAGE 1

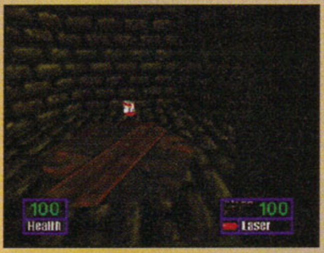
Sewers of Imperial City



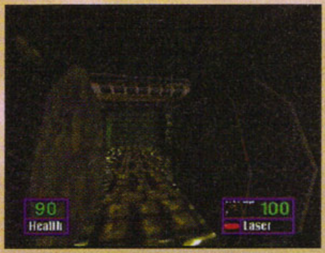
You start on a long winding pathway down into the sewers. But since you can use your jetpack, just eliminate the two pesky Seeker Droids and float to the bottom.



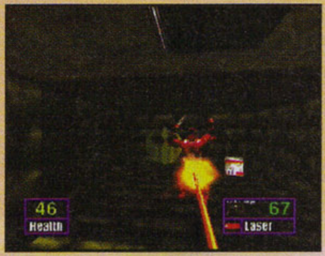
Follow the first tunnel deep into the sewer system. The deadly Coruscant Guards are here. Shoot into the gloom whenever you can't see too far. You'll easily pinpoint these redshirts.



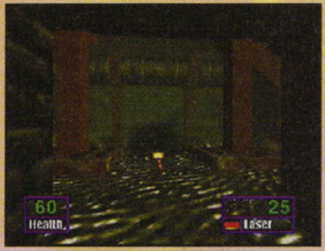
At the end of the tunnel is a platform with a health pack—however, the platform is a trap door! Spring the trap, but watch out for the Seeker Droids on each level as you descend. There's a box of Seeker missiles on the bottom of the trap chute.



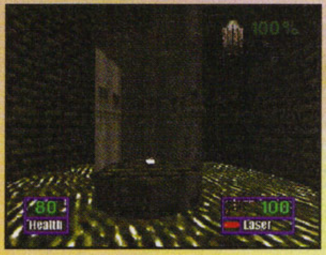
Use the behind-the-Dash view to navigate the two revolving sewer grates, and be prepared for more wall-mounted cannons just beyond the first revolving sewer grate.



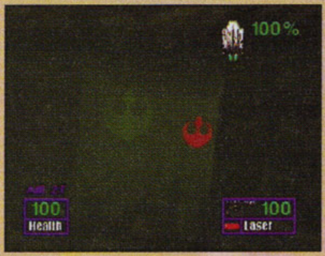
Shoot the first cannon, then immediately turn and shoot the second one behind you (it probably shot you first). Jump into the alcove where the second one was, and press the hidden wall panel. Be prepared to blast a Coruscant Guard, then grab the **Challenge Point**.



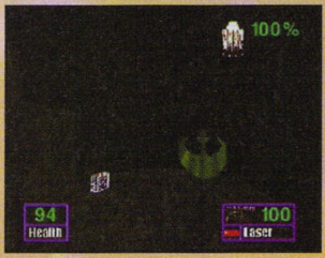
Jump down, navigate the second grate, and listen for the Dianogas. These bloodthirsty sewer monsters attack even if you're not in the water. From this platform on, the water gets deep, so shoot from here to kill the three Dianogas in this area. You know the monsters are dead when they stop bellowing. Beneath the first platform on the left side of the entrance to this area is a **Challenge Point**, and underneath the far platform is pulse ammo.



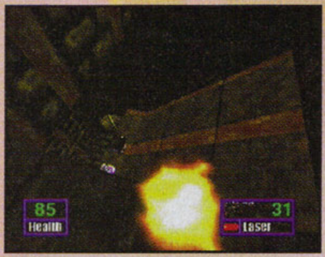
Fly to the open sewer to the right of the platform that houses the main sewer doors. Walk through until you come to this large cylindrical pump station. There are goodies in alcoves in the pump, along with two switches underwater.



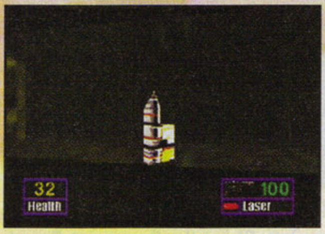
Activate both switches and an underwater door will open, revealing an extra life and **Challenge Point**. Now fly above the muck and exit the room using the alcove above and to the right.



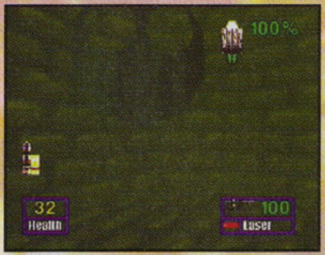
Follow the sewer to a small anteroom with ledges in it. Slowly fly as far up as you can and you'll see another opening in the wall. Fly into the opening, and get the **Challenge Point**. Grab it and go back.



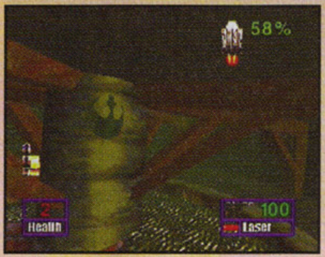
Slowly descend and you see another opening in the wall. Follow this vent and you'll come into another room with ledges. Stand on the edge of the opening and shoot down to hit the wall cannon. Drop down there, go into the tunnel, and grab the **Challenge Point**.



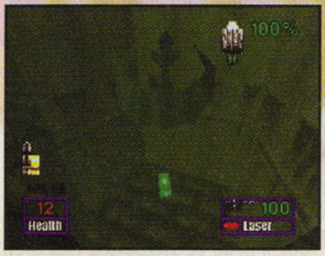
Exit the tunnel and fly straight up. Be prepared. At the top are two Coruscant Guards and a wall-mounted cannon. Use Seeker missiles if you have 'em; otherwise just advance slowly and pick off the guards one by one. Travel down the hall until you come to another chute with ledges. Fly down slowly (two Seeker Droids and an autogun are down there) and take the tunnel at the end. The tunnel dead-ends into a Coruscant Guard—and the main gate key. Grab the key and go back to the first large body of water where you fought the Dianogas. It's not a long trip—the sewer grate opened on the right side of tunnel you just came through.



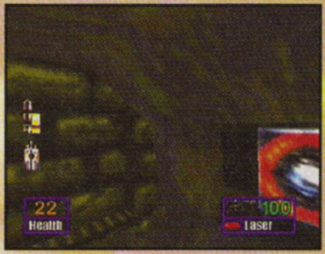
Another large body of water—and another Dianoga. Shoot it from the platform, then jump in and swim to the left of the room. There's a **Challenge Point** in the murk there. Now swim to the right and through the underwater tunnel. Watch your air!



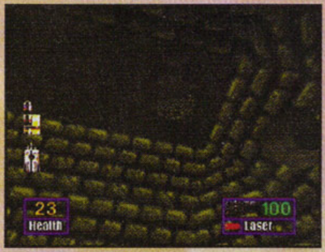
You surface near this giant sewage treatment machine. In this room are a Coruscant Guard and a Seeker Droid. Shoot the Coruscant Guard immediately, or you're chunky sewer matter. Check the rafters above the large carbine in the room for another **Challenge Point**.



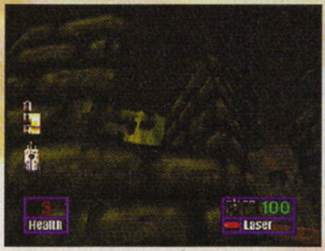
Go out through the tunnel the Coruscant Guard was guarding. There's a large pump cylinder identical to the last one. This time, though, the switches are above water. Underneath this pump station is a **Challenge Point** and a Disruptor—the most powerful weapon in the game. Grab both, then hit the switches. A compartment opens that contains the Force Field Deactivator. Grab it, fly to the top of the area, and exit through the revolving walkway.



Shoot through the gap in the revolving walkway to open the door. Enter the room, then shoot the gun mounted on the left wall. Deactivate the force field. Be prepared to deal with the three Coruscant Guards behind the last force-field door.



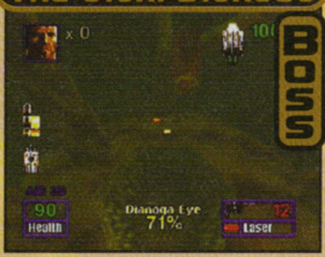
You enter a room with a strange set of doorways. Take the circular doorway above the exit, and activate the switch in the room. Exit the room and fly straight up into another circular entry on the ceiling. Beware—there are two fast-shooting Coruscant Guards in here. Use Seekers if you must. Activate the switch when you're done, exit the room, go down to the triangular doorway, and race past the turbines. Gun down the two Coruscant Guards in the hallway.



Activate the door, then run to the right. Look up, snag the **Challenge Point** in the small alcove, and open the last door to…

The Giant Dianoga

BOSS



...the Giant Dianoga! This is a very strong sewer monster with tentacles. Don't bother with the tentacles—they die easily, but always regenerate. Instead, look for the Dianoga Eye, a reddish tentacle with a huge eye at the end. This is the "heart" of the beast, and once destroyed, it kills the entire Dianoga.

The tentacles get in the way, however, and just two hits drain your life bar. There's also a strong current that pushes you toward the base of the monster. Hang back, aim up, keep Seekers and pulse ammo ready, and blast the Eye at every opportunity.

STAGE 2

Xizor's Palace

100 Health
34 Laser

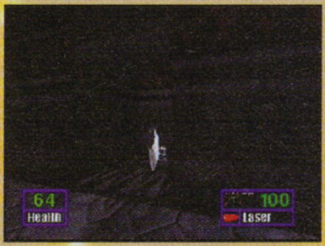
Xizor, overlord of the Black Sun crime syndicate, has one helluva palace! But it's pretty gloomy, so you must rely on your Blaster to pick enemies out of the murk.

83 Health
67 Laser

Shoot the two Coruscant Guards in the lobby, then turn and proceed to another open area. Although you can't see them, there are two Imperial Commandos and a Coruscant Guard near the staircase. Take the staircase (shoot one more Coruscant Guard lurking there), then enter a multilevel, multi-enemy arena.

x 5
100%
71 Health
Laser

Don't enter the room all the way. Instead, shoot the Seeker Droids on the second tier first, then shoot the Assassin Droid. There are two wall cannons on the right side of the room near the exit. They're next. Finally, as you rush to get the Disruptor, turn to your left and shoot the Coruscant Guard on the second tier. Go up there and grab the health packs and Seeker missiles.



The switch for the exit is behind the post on the far end of the room. When you activate the switch, a panel with a **Challenge Point** in it opens up behind you. Grab it.

100%
68 Health
19 Seeker

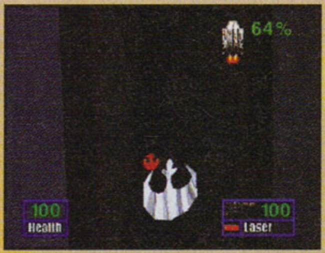
Proceed out and reactivate the door switch. It's a timed switch, so you must jump off the tier and run for the door. Change to Seekers so you can take out the droid in the hallway. There's another Assassin Droid behind him, too. At the top of the stairs, watch for an Interrogator Droid and an Imperial Commando.

25 Health
15 Seeker

The next door you see opens onto a courtyard with at least five droids. Use Seekers to take them out the minute you step into the room. Turn right at the doorway and fire a Seeker to take out the wall cannon. Grab the elevator on the right side of the room.

Health
67 Laser

When you take the elevator up, keep your Blaster pointed up and take out the Coruscant Guard at the top. There's another Coruscant Guard to the right of the elevator.



Go back into the elevator, hit the jetpack, then activate the switch twice. The elevator will go down one extra floor and reveal a **Challenge Point**. Go back to the top and follow the corridor to the right (eliminate the various droids and guards) until you reach the switch at the end, which activates the bridge.

89 Health
18 Seeker

Cross the bridge with Seekers at the ready. There are two droids on the bridge (or one on the bridge and one around the corner). An Interrogator Droid's around the corner.

x 4
100%
58 Health
32 Laser

The next hallway has a dead-end to the left. Shoot the Coruscant Guard in the dead-end hallway, then preceed back to the main hallway and shoot the Coruscant Guard and wall cannon in the hallway straight ahead. Proceed straight.

54 Health
62 Laser

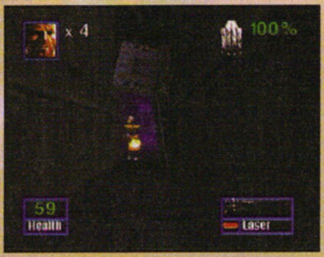
The hall will turn right. Follow the hall to the elevator, ride the elevator, then follow the hall to the left, and immediately blast the Interrogator Droid guarding the wall switch. Activate the switch, then go back to the dead-end hallway below and cross the bridge.

79%
74 Health
15 Seeker

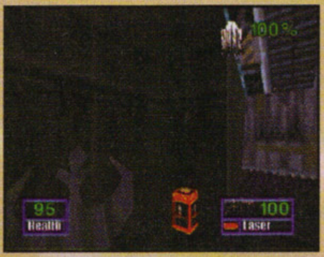
Jump off the bridge and land softly by tapping your jetpack. Shoot the Interrogator Droid, grab the health pack, then follow the bridge from underneath until it hits the wall. Turn right and you'll end up in this cul-de-sac. Jet up, turn on the Seekers, and blast the Coruscant Guard in this hidden alcove. Grab the **Challenge Point**, ammo, and health packs in this room. Go back to the bridge and complete the stage.

51%
89 Health
100 Laser

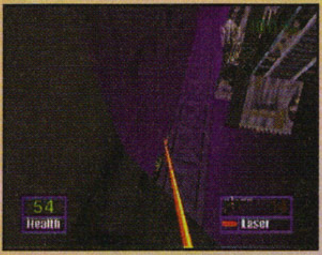
Grab the elevator in the next room, and prepare for two droids. Shoot both, grab the health pack and Stunner ammo, then activate the wall switch. In the elevator shaft two new passages have opened: One is at the top of the shaft, the other is near the elevator entrance. Go to the top passage and grab a **Challenge Point** and Disruptor.



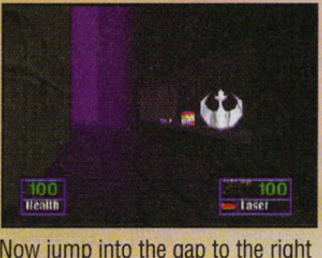
Go back to the elevator. Fly into the passage just above it, curve a few times (watching out for wall cannons) and you come to another shaft. Drop down and turn left. Shoot the Assassin Droids from a distance, then carefully weave your way to the slow cog.



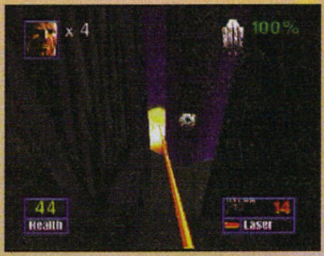
Jump down into the slow cog gap and grab the **Challenge Point** to the right. Now search the alcove and activate the secret door. This leads to a tunnel which opens on another **Challenge Point**. Return to the hall above the slow cog.



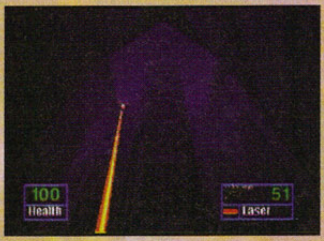
Beware of the wall cannon and Coruscant Guard in the next hall. When you see the giant cog turning, go to the edge of your platform and look down. See that wall cannon? Blast it from your position by aiming down.



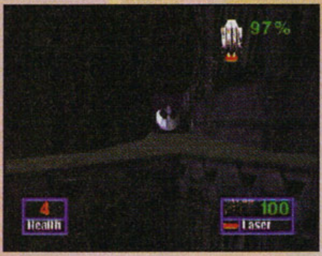
Now jump into the gap to the right and you'll fall into a small niche with a **Challenge Point** and power-ups. Nail the Coruscant Guard, fly up, and gun down the Assassin Droid.



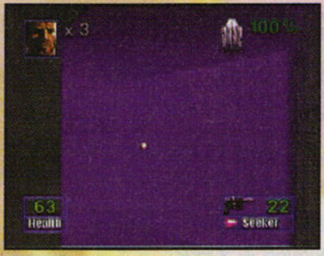
Fly up into the doorway at the end of the hall and wind your way to where the pulse bombs have to be set. Shoot the two Seeker Droids (you have to aim down, then jump to the platform, and aim up). Wait for another Seeker Droid to rise from below, then destroy it.



The easiest way to knock off the Coruscant Guards in this level is to aim up or down when you're near the edge of the platform. Be patient and you can knock them off (there are three altogether—one above the entrance platform and two below) and activate the three switches. There's also a **Challenge Point** in the main shaft. Fly up from the bottom to find it.



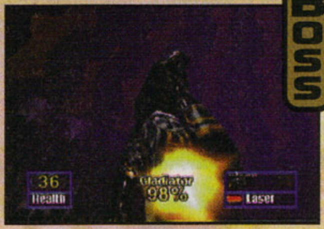
Go to the second level and search the recesses for a hidden panel with a **Challenge Point** behind it.



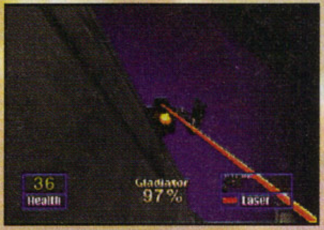
Now you must escape while the bombs go off. A door has opened on the entrance platform. Go through it, wind your way through the corridor (picking up Seeker missiles and nailing a Coruscant Guard), and shoot the two Interrogator Droids in this chasm. Then send a couple of Seeker missiles to rid yourself of the Assassin Droid and Coruscant Guard on the bridge. Fly to the bridge, walk to the left, open the hidden panel, and grab the **Challenge Point**. Exit the stage, and it's time to face…

Gladiator Droid

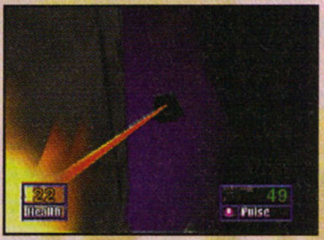
BOSS



…the Gladiator Droid! This boss makes Boba Fett look like a Power Ranger. The first part is easy enough—much like your battle against the AT-ST, you must run behind him and shoot up. You'll gradually deplete him in no time.

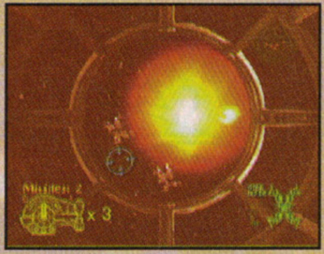


But wait…he's not dead! His upper torso comes flying at you while the floor breaks apart. A good rule of thumb is to run around and try to find a spot where his torso will become wedged so you can shoot him but he can't get you.

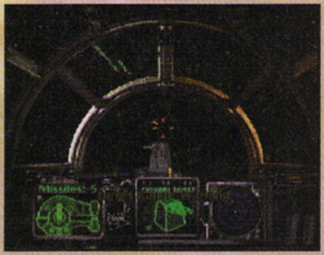


After you tear the torso to tidbits, the head decides it wants in on the action, and it mercilessly pursues you around the stage. There's no stopping this compact killing machine. Go toe-to-toe with your Seekers, pulse ammo, and whatever else you have. You should also have four Disruptors by now. If you hit it dead-center with the Disruptor, you'll do major damage.

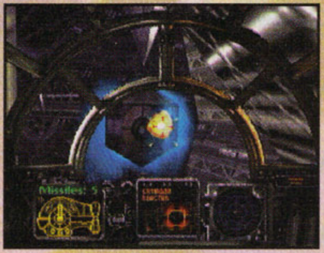
STAGE 3
Skyhook Battle



Skyhook starts off with a brisk dogfight. You have to down about 60 Star Vipers, which are a little tougher than TIE Fighters, but if you follow the same regimen that you used against the Asteroid Field, you should be okay.



After that battle, you must destroy the four gun turrets guarding Skyhook. Again, shoot them from long distance, don't let them lock on you, and vary your speed to avoid getting hit. You can also use your missiles on the turrets.

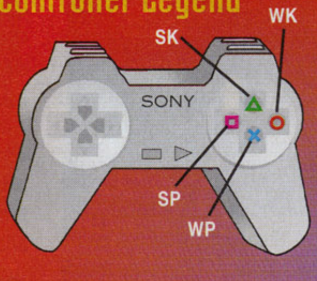


The final objective is to destroy the core. This means flying into the station (enter where you've destroyed a gun turret), avoiding the walls and half-opened doors (which sometimes leaves you with a very small space to maneuver), and then shooting or sending missiles into the core. A good trick is to fly in with the brakes fully applied so you'll travel much slower. Then shoot the core, wait until the damage registers (about 25 percent a pass), and fly out and do it three more times. Once you're done, Skyhook is history!

THE KING OF Fighters '95

By Major Mike

Controller Legend


SK
WK
SONY
SP
WP

K = Any Kick button
P = Any Punch button
SK = Strong Kick
SP = Strong Punch
WK = Weak Kick
WP = Weak Punch
Motion = Move the joystick in one smooth continuous motion
( ) = Execute commands in parentheses simultaneously

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Note: POW designates a move that can be done only when the POW bar at the bottom is at max or when the life bar is flashing red.

Other Techniques

To manually charge up the POW meter: Press and hold (WP WK SP)
To sidestep attacks: Tap (WP WK)
Strong attack: Tap (SP SK)
Dash forward: Tap →, →
Dash back: Tap ←, ←
To taunt an opponent: Tap (WK SP)

The Teams for 1995

ART OF FIGHTING

Ryo Sakazaki

Tiger Flame Punch
Motion ↓ ↘ → P

Lightning-Legs Knockout Kick
Charge ↙ two seconds, tap →, K

Koho
Motion → ↓ ↘ P

Haoh Sho Koh Ken
Motion → ← ↙ ↓ ↘ → P

Zanretsu-Ken
Motion → ↘ ↓ ↙ ← P

Flying Tiger Flame Punch
During jump, motion ↓ ↘ → P

Kyoku Gen Punch
When in close, motion ← ↙ ↓ ↘ → P

POW: Ryuko Ranbu

BEAT BY 01
TIME
CHALLENGER!
40
RYO KUSANAGI
RYO SAKAZA
POW
MAXIMUM

Motion ↓ ↘ → ↘ ↓ ↙ ← SP

Robert Garcia

Dragon Blast Punch
Motion ↓ ↘ → P

Lightning-Legs Knockout Kick
Charge ↙ two seconds, tap →, K

Ruga
Motion → ↓ ↘ P

Haoh Sho Koh Ken
Motion → ← ↙ ↓ ↘ → P

Geneikyaku
Motion → ↘ ↓ ↙ ← K

Flying Dragon Kick
During jump, motion ↓ ↙ ← K

Kyoku Gen Kick Dance
When in close, motion ← ↙ ↓ ↘ → K

POW: Ryuko Ranbu

BEAT BY 01
TIME
CHALLENGER!
41
YO KUSANAGI
ROBERT GARCI
POW

Motion ↓ ↘ → ↘ ↓ ↙ ← SP

Takuma Sakazaki

Tiger Flame Punch
Motion ↓ ↘ → P

Lightning-Legs Knockout Kick
Charge ↙ two seconds, tap →, K

Shoran Kyaku
When in close, motion → ↘ ↓ ↙ ← WK

Shoran Kyaku Attack
Motion → ↘ ↓ ↙ ← SK

Zanretsu-Ken
Motion → ↘ ↓ ↙ ← P

Haoh Sho Koh Ken
Motion → ← ↙ ↓ ↘ → P

POW: Ryuko Ranbu

BEAT BY 01
TIME
CHALLENGER!
09
BENIMARU N.
TAKUMA SAKAZA
POW

Motion ↓ ↘ → ← → (WP SP)

FATAL FURY

Terry Bogard

Burning Knuckle
Motion ↓ ↙ ← P

Power Wave
Motion ↓ ↘ → P

Rising Tackle
Charge ↓ two seconds, tap ↑, P

Crack Shot
Motion ↓ ↙ ← ↖ K

Power Dunk
Motion → ↓ ↘ K

POW: Power Geyser

CHALLENGER!
TIME
BEAT BY 01
34
ERRY BOGARD
TAKUMA SAKAZAK
POW

Motion ↓ ↙ ← ↙ → (WK SP)

Andy Bogard

Sho Ryu Dan
Motion → ↓ ↘ P

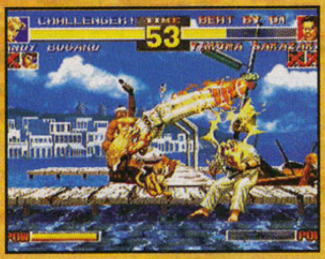
Zan El Ken
Charge ↙ two seconds, tap →, P

Hisho Ken
Motion ↓ ↙ ← P

Sonic Split
Tap ↙, ↗, K

Dam Breaker Punch
Motion ↓ ↙ K three times

POW: Super Sonic Swirl



Charge ↓ two seconds, motion ↘ → (WK SK)

Joe Higashi

Hurricane Upper
Motion ← ↙ ↓ ↘ → P

Slash Kick
Charge ↙ two seconds, tap →, K

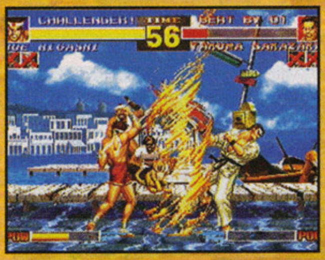
Tiger Kick
Motion ↓ ↘ → ↗ K

TNT Punch
Tap P rapidly

TNT Finish
During TNT Punch, motion ↓ ↘ → P

Golden Heel Hurter
Motion ↓ ↙ ← K

POW: Screw Upper



Motion → ← ↙ ↓ ↘ (WK SP)

THE GENIUSES OF FISTICUFFS

Kyo Kusanagi

Fireball
Motion ↓ ↘ → P

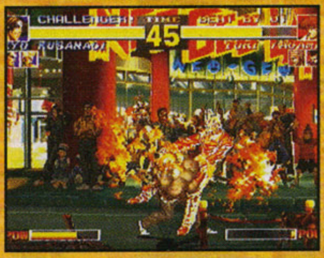
Dark Thrust
Motion → ↓ ↘ P

Spinning Kick
Motion ← ↓ ↙ K

Crescent Slash
Motion → ↘ ↓ ↙ ← K

New Wave Slash
Motion ↓ ↘ → ↓ ↘ → K

POW: Serpent Wave



Motion ↓ ↙ ← ↙ ↓ ↘ → SP

Goro Daimon

Minelayer
Motion → ↓ ↘ P

Super Ukemi
Motion ↓ ↙ ← K

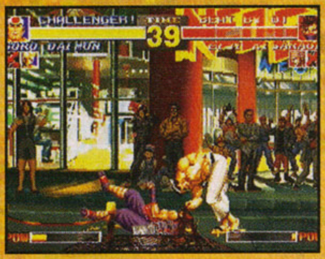
Super Ohsotogari
When in close, motion → ↙ ↓ ↘ SK

Grand Slam
When in close, motion → ↘ ↓ ↙ ← → SP

Cloud Tosser
Motion ← ↙ ↓ ↘ → WP

Stump Throw
Motion ← ↙ ↓ ↘ → SP

POW: Heaven to Hell Drop



When in close, motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← SP

Benimaru Nikado

Lightning Fist
Motion → ↓ ↘ P

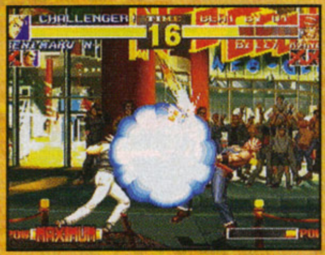
Shinku Katategoma
Motion → ↘ ↓ ↙ ← K

Iaido Kick
Motion ↓ ↘ → K

Triple Resist Kick
When in close, tap ↓, ↑, K

Super Lightning Kick
Tap ↓, ↑, K

POW: Heaven Blast Flash



Motion ↓ ↘ → ↓ ↘ SP

THE KOREAN TEAM

Kim Kaphwan

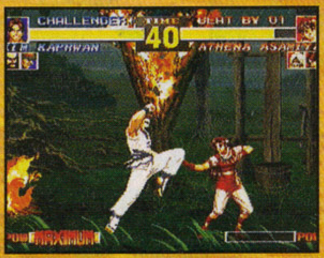
Crescent Moon Slash
Motion ↓ ↙ ← K

Flying Slice
Charge ↓ two seconds, tap ↑, K

Flying Kick
During jump, motion ↓ ↘ → K

Comet Cruncher
Charge ← two seconds, tap →, K

POW: Phoenix Flattener



Motion ↓ ↙ ← ↙ → (WK SK)

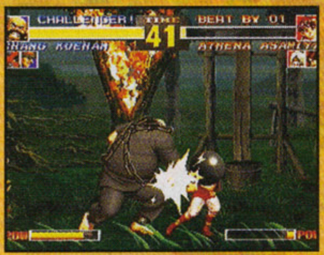
Chang Koehan

Spinning Iron Ball
Tap P rapidly

Breaking Iron Ball
Charge ← two seconds, tap →, P

Flying Ball Breaker
Charge ↓ two seconds, tap ↑, K

POW: Wild Ball Attack



Motion ↓ ↘ → ↘ ↓ ↙ ← SP

Choi Bounge

Hisho Kuretsuzan
Charge ↓ two seconds, tap ↑, K

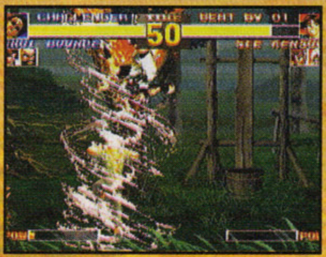
Hurricane Cutter
Charge ↓ two seconds, tap ↑, P

Kaiten Hienzan
Charge ← two seconds, tap →, P

Soaring Kick
During jump, motion ↓ ↘ → K

Flying Monkey Slice
Charge ← two seconds, tap →, K

POW: Tornado Ripper



Charge ← two seconds, tap ↓, ↑, (WK SP)

THE NEW TEAM

Iori Yagami

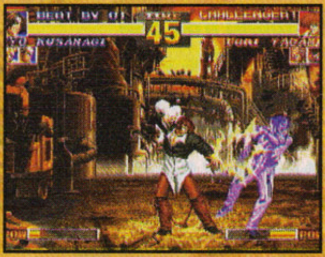
Fireball
Motion ↓ ↘ → P

Dark Thrust
Motion → ↓ ↘ P

Deadly Flower
Motion ↓ ↙ ← P three times

Dark Crescent Slice
Motion → ↘ ↓ ↙ ← K

POW: Maiden Masher



Motion ↓ ↙ ← ↙ ↓ ↘ → SP

Eiji Kisargi

Spirit Blast
Motion ↓ ↘ → P

Shadow Slicer
Motion ← ↙ ↓ ↘ → P

Stallion Kick
Motion ↓ ↙ ← ↖ K

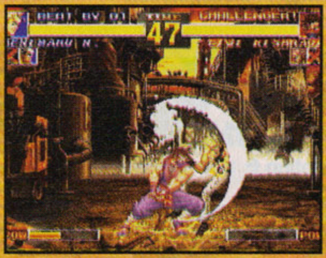
Mist Slash
Motion ↓ ↙ ← P

Charging Slash
Motion → ↘ ↓ ↙ ← K

Fire Blade
Motion ↓ ↘ → ↘ ↓ ↙ ← P

Shadow Attack
Motion ↓ ↘ → K

POW: Mantis Punch



Motion ← ↙ ↓ ↘ → ↘ ↓ WK

Billy Kane

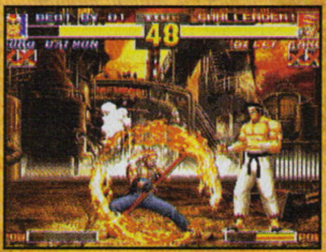
Club Twist
Tap P rapidly

Sparrow Drop
Motion ↓ ↙ ← ↖ P

Club Blow
Motion ← ↙ ↓ ↘ → P

Super Power Club
Motion ↙ ↓ ↘ → K

POW: Flaming Hurricane



Motion ↓ ↘ → ↘ ↓ ↙ ← (WP SP)

THE PRINCESSES OF PUNCH

Yuri Sakazaki

Tiger Flame Punch
Motion ↓ ↘ → P

Saiha
Motion ↓ ↙ ← P

Rai Koh Ken
Motion ↓ ↘ → K

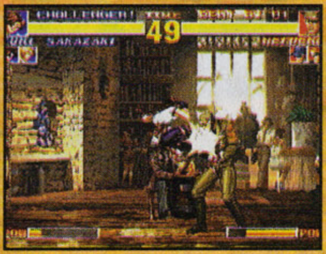
Hundred Blows
When in close, motion → ↘ ↓ ↙ ← WP

Super Hundred Blows
Motion → ↘ ↓ ↙ ← SP

Yuri Super Upper
Motion → ↓ ↘ P

Haoh Sho Koh Ken
Motion → ← ↙ ↓ ↘ → P

POW: Flying Phoenix Kick



Motion → ← → ↘ ↓ ↙ ← (WK SP)

King

Venom Strike
Motion ↓ ↘ → K

Tornado Kick
Motion → ↘ ↓ ↙ ← K

Trap Shot
Motion → ↓ ↘ K

Double Strike
Motion → ← → ↘ ↓ K

Mai Shiranui

Kacho Sen
Motion ↓ ↘ → P

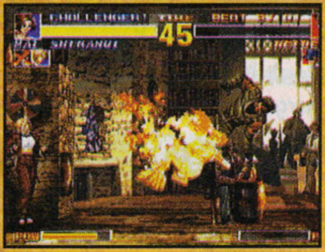
Ryu En Bu
Motion ↓ ↙ ← P

Deadly Ninja Bees
Motion ← ↙ ↓ ↘ → K

Flying Squirrel Dance
Tap ↑, hold ↓, tap P, or during jump, motion ↓ ↙ ← P
Note: This move can also be done in the air.

Flying Dragon Blast
Motion → ↓ ↘ K

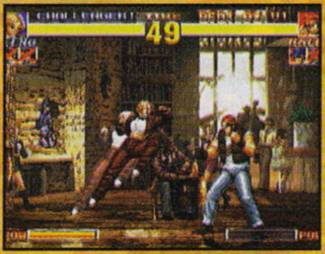
POW: Super Deadly Ninja Bees



Motion → ↙ → (WK SP)

Surprise Rose
Motion ↓ ↙ ← ↖ K

POW: Illusion Dance



Motion ← → ↘ ↓ ↙ ← (WK SK)

THE PSYCHIC FIGHTERS

Athena Asamiya

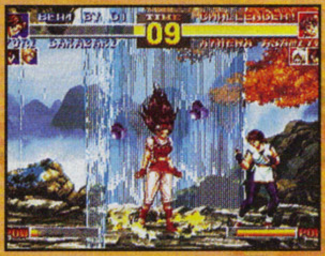
Psycho Ball
Motion ↓ ↘ → P

Psycho Reflector
Motion ← ↙ ↓ ↘ → P

Phoenix Arrow
During jump, motion ↓ ↙ ← P

Psycho Sword
Motion → ↓ ↘ P

POW: Shining Crystal Bit


BEAT BY D1
09
CHALLENGER!

Motion ← → ↘ ↓ ↙ ← ↖ (WK SP)

Crystal Shot
During Shining Crystal Bit, motion ↓ ↙ ← P

Sie Kensou

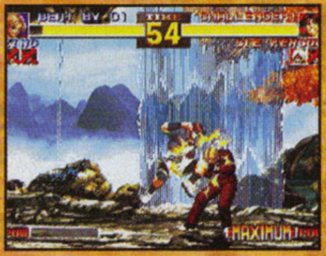
Super Bullet Attack
Motion ↓ ↙ ← P

Dragon Uppercut
Motion ← ↓ ↙ K

Dragon's Fang
Motion ← ↙ ↓ ↘ → P

Dragon Talon Tear
During jump, motion ↓ ↙ ← P

POW: Dragon God Drubbing


BEAT BY D1
54
CHALLENGER!
MAXIMUM

Motion ↓ ↘ → ← → SK

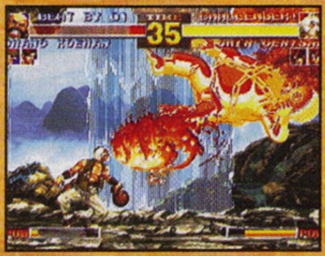
Chin Genzai

Gourd Attack
Motion ↓ ↙ ← P

Burning Sake Belch
Motion → ↓ ↘ P

Rolling Punch
Motion ← ↙ ↓ ↘ → K

POW: Thunder Blast


BEAT BY D1
35
CHALLENGER!

Motion ↓ ↘ → ↓ ↘ SP

RAGING SOLDIERS

Jeidern

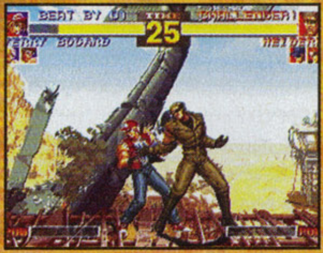
Moon Slasher
Charge ↓ two seconds, tap ↑, P

Cross Cutter
Charge ← two seconds, tap →, P

Neck Roller
Charge ↓ two seconds, tap ↑, K

Storm Bringer
When in close, motion → ↘ ↓ ↙ ← SP

POW: Final Bringer


BEAT BY D1
25
CHALLENGER!
TERRY BOGARD

Charge ← two seconds, tap ↓, ↑, (WK SP)

Ralph

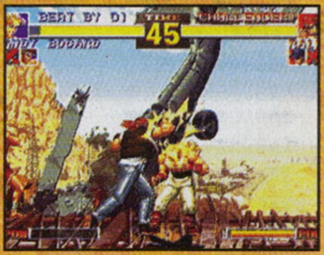
Vulcan Punch
Tap P rapidly

Gatling Attack
Charge ← two seconds, tap →, P

Super Argentine Back Breaker
When in close, motion ← ↙ ↓ ↘ → SK

Blitzkrieg Punch
Charge ↓ two seconds, tap ↑, P

POW: Super Vulcan Punch


BEAT BY D1
45
CHALLENGER!

Charge ↙ two seconds, tap ←, →, SP

Clark

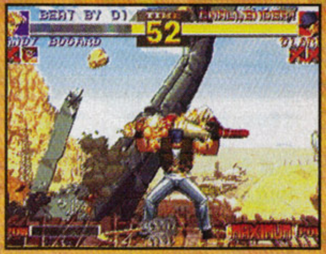
Vulcan Punch
Tap A or C rapidly

Gatling Attack
Charge ← two seconds, tap →, P

Super Argentine Back Breaker
When in close, motion ← ↙ ↓ ↘ → SK

Super Arabian Burglary Back Breaker
Motion ← ↙ ↓ ↘ → SP

POW: Ultra Argentine Back Breaker


BEAT BY D1
52
CHALLENGER!
MAXIMUM

When in close, motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← SP

GAME ENHANCERS

Saturn (Game Shark)

Alien Trilogy

F6000914 C305 B6002800 0000	Master code
1606CE26 0084	Auto-mapper
1606CE32 0028	Shotgun shells
1605AAFE 003C	Shotgun
1606CE42 0001	Infinite batteries
1606CE40 0002	Infinite charges
1606CE2A 0064	Acid vest
1605AB02 0001	Pulse rifle
1606CE38 0040	Pulse rifle ammo
1606CE38 0005	Infinite grenades

Impact Racing

F6000914 C305 B6002800 0000	Master code
160DC19E 0063	Infinite mines
160DC1B6 6404	Quad laser
10245712 0000	Lasers never overheat
160DC18C 0100	Missile launcher
160DC196 0063	Infinite missiles

Star Fighter

F6000914 C305 B6002800 0000	Master code
160BF4EE 03E7	Infinite ATG missiles
160BF4F2 03E7	Infinite ATA missiles
160BF4F6 03E7	Infinite mega-bombs
160BF4FA 03E7	Infinite beam lasers
160BF4FE 03E7	Infinite multimissiles
160BF502 03E7	Infinite mines
1608330A 0040	Infinite armor

Virtua Fighter Kids

F6000914 C305 B6002800 0000	Master code
16045974 00A0	Player One has infinite health
16046A74 00A0	Player Two has infinite health

World Series Baseball 2

F6000914 C305 B6002800 0000	Master code
160F419A 0032	Home team wins
160F41BA 0032	Away team wins

PlayStation (Game Shark)

Bogey: Dead 6

800BC6840064	Infinite sidewinders
800BC68A0064	Infinite mavericks
800BC6860064	Infinite AMRAAM missiles
801C29C20005	Infinite credits
I800817122F61	Infinite fuel

Gunship

800A429803e7 800A429A03e7	Infinite ammo
800A42AA0064	Infinite fuel

The Hive

8006B5DC1612	Infinite shield
800685FC0096	Infinite thrust

NFL Quarterback Club '97

800D14C60000	Home scores 0
800D3ACA0000	Away scores 0

Star Fighter

80166B7C000A	Infinite ATG missiles
I80166B80000A	Infinite ATA missiles
801051DC0080	Infinite armor
80166B8C0009	Infinite multimissiles
80166B8803E7	Infinite beam lasers
80166B9003E7	Infinite mines
80166B8403E7	Infinite mega-bombs

Tekken 2

800A3666006E 800D09EA006E	Player One has infinite health
800A3676006E 800D1BF2006E	Player Two has infinite health

Tokyo Highway Battle

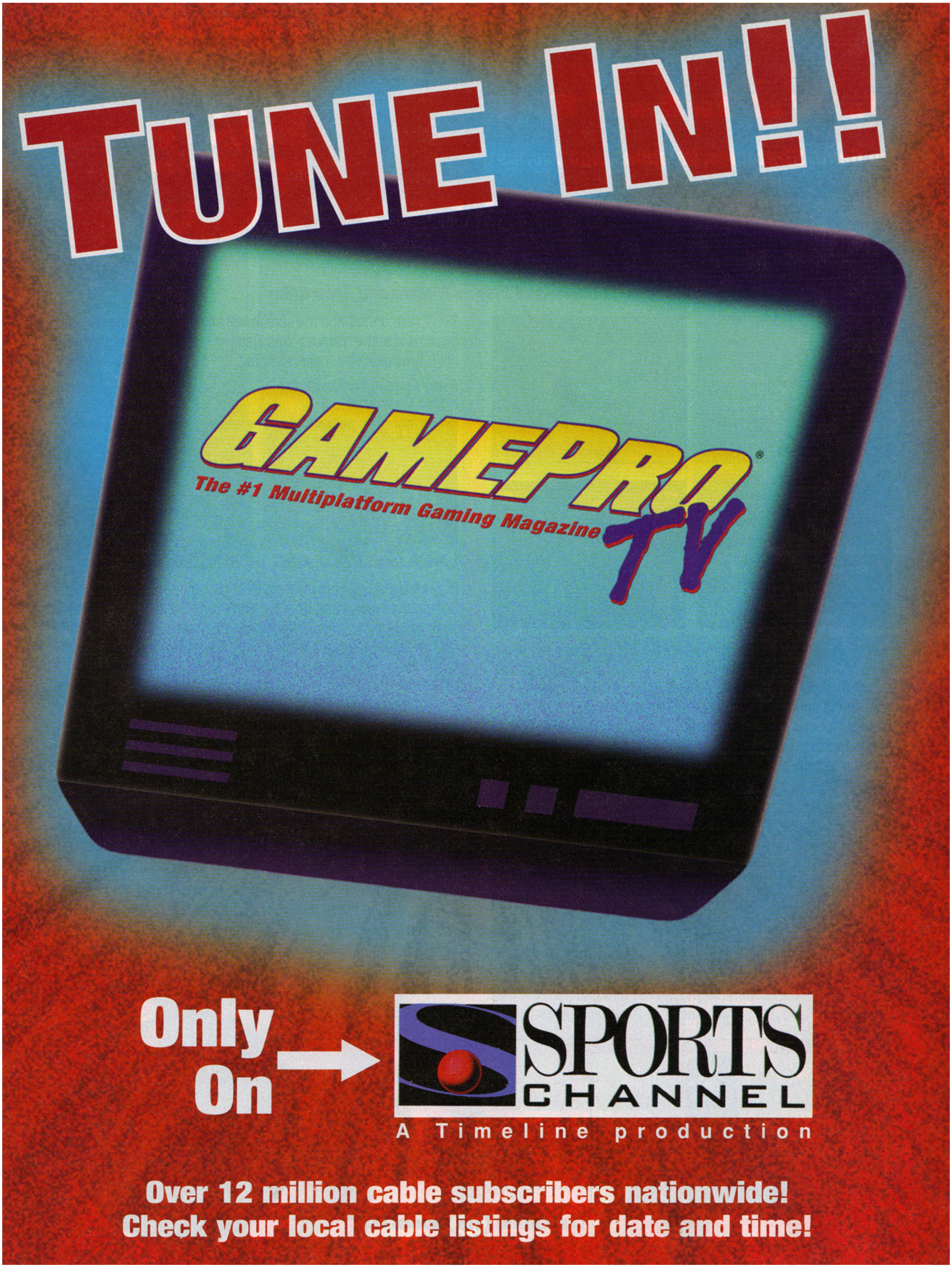
8006DEBCFFFF	Infinite funds

Top Gun

801CFECA0064	Infinite standard missiles
801CFECC0064	Infinite AGM missiles
801EFEC00064	Infinite MIRV missiles
801CFEBC0064	Infinite surefires
801CFEBE0064	Infinite U238s

Worms

8014A54C0064	Player One (Worm One) has Infinite health
8014A5F80064	Player One (Worm Two) has Infinite health
8014A7500064	Player One (Worm Three) has Infinite health
8014A6A40064	Player One (Worm Four) has Infinite health
8014A7FC0064	Player Two (Worm One) has Infinite health
8014A8A80064	Player Two (Worm Two) has Infinite health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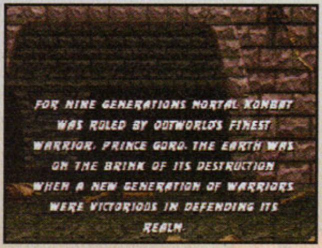
Video Game Strategies, Weapons, and Tactics

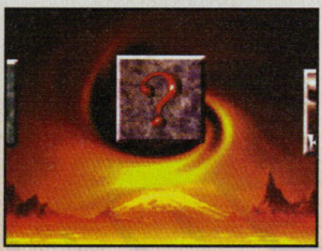
Nintendo 64

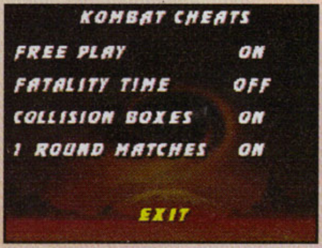
Mortal Kombat Trilogy

Kombat Cheats, Secret Endurance Ladders, and Play as Motaro and Shao Kahn



FOR NINE GENERATIONS MORTAL KOMBAT
WAS RULED BY OUTWORLD'S FINEST
WARRIOR, PRINCE GORO. THE EARTH WAS
ON THE BRINK OF ITS DESTRUCTION
WHEN A NEW GENERATION OF WARRIORS
WERE VICTORIOUS IN DEFENDING ITS
REALM.

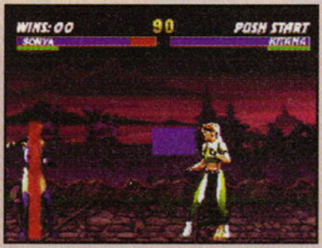




KOMBAT CHEATS

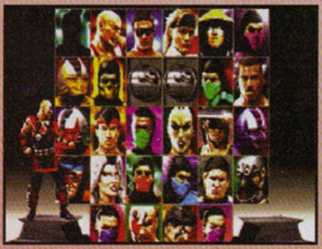
FREE PLAY	ON
FATALITY TIME	OFF
COLLISION BOXES	ON
1 ROUND MATCHES	ON

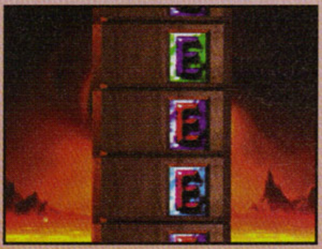
EXIT



Kombat Cheats: At the screen where the words "For nine generations Mortal Kombat..." scroll up the screen, quickly **press left C, top C, right C, bottom C, A, B, B, B, A, A**. You'll hear a confirming sound if you did the trick correctly. Start a game and choose Options. Highlight the red "?" box and a Kombat Cheats menu appears, which includes unlimited fatality time and one-round matches.

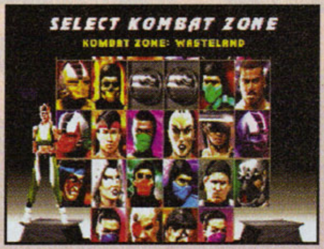
Shalom D. Calvo Richmond
Santa Ana, CA

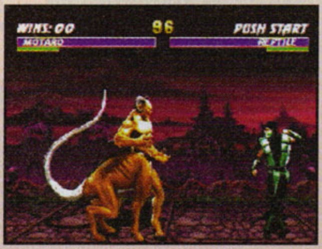




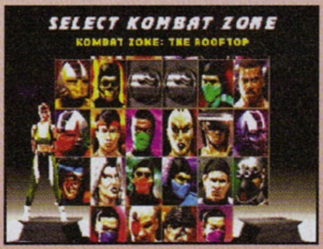
Secret Endurance Ladders: At the fighter-select screen, put the cursor over Kano, then **press and hold Down and press Start**. You'll hear a thud and the screen will shake. Start a one-player game, and at the "Choose Your Destiny" screen, each of the towers has several endurance matches.

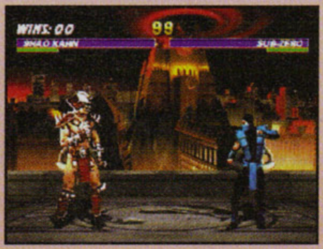
Remy Christopher Dayspring
Prince George, VA





Play as Motaro: At the fighter-select screen, put the cursor on Sonya, then **press and hold Up and press Start**. The screen will shake. Select any fighter, then choose to fight at either the Wastelands, Jade's Desert, or Motaro's Lair. Pick the stage, then **simultaneously press and hold Left, High Kick, and Low Kick** until the match starts. When the fight begins, your fighter explodes into the boss Motaro.



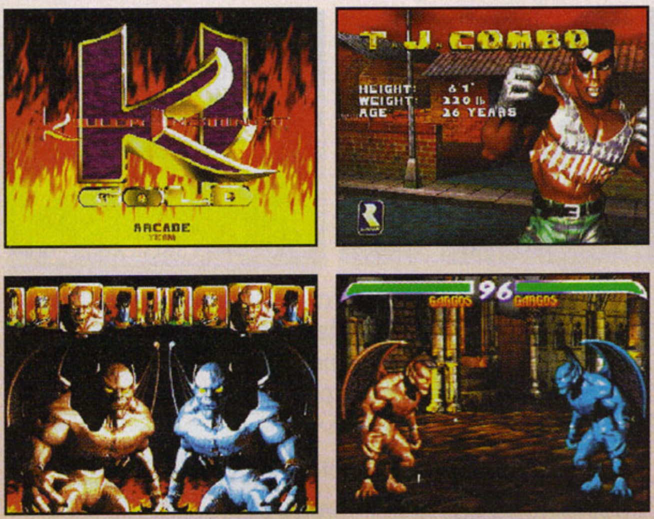


Play as Shao Kahn: At the fighter-select screen, put the cursor on Sonya, then **press and hold Up and press Start**. The screen will shake. Select any fighter, then choose to fight at either Pit 3, Kahn's Kave, or the Rooftop. Pick the stage, then **simultaneously press and hold Down, High Punch, and Low Punch** until the match starts. When the fight begins, your fighter explodes into the boss Shao Kahn.

Nintendo 64

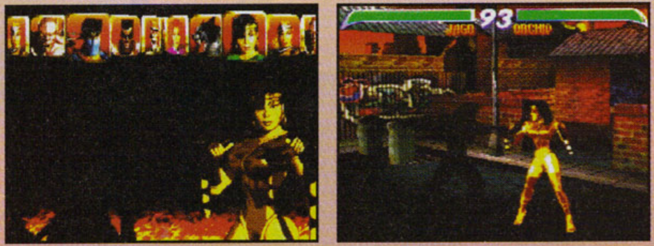
Killer Instinct Gold

Play as Gargos and Get New Colors for Fighters


ARCADE
T.J. COMBO
HEIGHT: 6'1"
WEIGHT: 220 lb
AGE: 26 YEARS
96
GARGOS
GARGOS

Play as Gargos: Go to the title screen, and let the game run until the fighter-profile screens appear. Then **press Z, A, R, Z, A, B**. You'll hear a laugh. When you start a game, the boss character Gargos is in the lineup of selectable fighters.

Benny Sin
Alhambra, CA

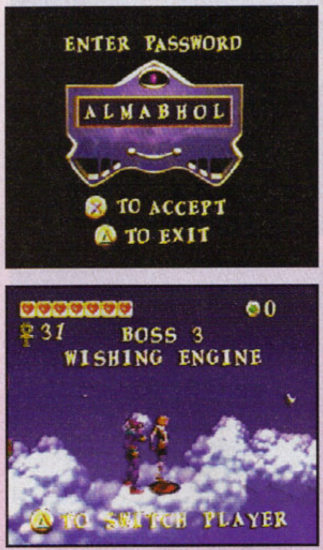

93
JAGO
ORCHID

New Colors for Fighters: Go to the title screen, and let the game run until the fighter-profile screens appear. Then **press Z, B, A, Z, A, L**. You'll hear a laugh. Go to the fighter-select screen, highlight any fighter, and **press Up**. There are now new colors: white, gold, and even a "shadow" color.

PlayStation

Pandemonium!

Super Password



ENTER PASSWORD
ALMABHOL

TO ACCEPT
TO EXIT
31
0
BOSS 3
WISHING ENGINE
TO SWITCH PLAYER

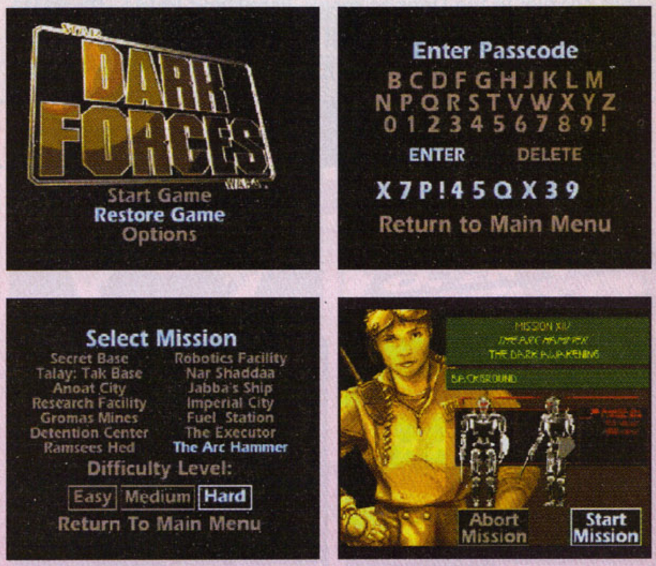
Enter the following password to open all the levels in the game: `ALMABHOL`.

George Meyer
Bangor, ME

PlayStation

Dark Forces

Ultimate Password



Enter Passcode
X7P!45QX39

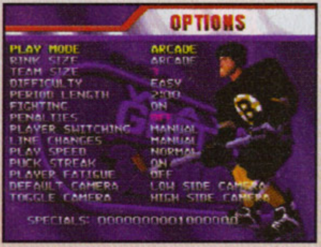
DARK FORCES
Start Game
Restore Game
Options
B C D F G H J K L M
N P Q R S T V W X Y Z
0 1 2 3 4 5 6 7 8 9 !
ENTER
DELETE
Return to Main Menu
Select Mission
Secret Base
Talay: Tak Base
Anoat City
Research Facility
Gromas Mines
Detention Center
Ramsees Hed
Robotics Facility
Nar Shaddaa
Jabba's Ship
Imperial City
Fuel Station
The Executor
The Arc Hammer
Difficulty Level:
Easy
Medium
Hard
Return To Main Menu
Abort Mission
Start Mission

At the title screen, select the Restore Game option and enter the following password: `X7P!45QX39`. When you start the game, you can go to any mission in the game.

Nintendo 64

Wayne Gretzky's 3D Hockey

View Logos, and Get Head Scale, Body Scale, Y Scale, and Super Teams



PLAY MODE ARCADE
RINK SIZE ARCADE
TEAM SIZE
DIFFICULTY EASY
PERIOD LENGTH 2:00
FIGHTING ON
PENALTIES
PLAYER SWITCHING MANUAL
LINE CHANGES MANUAL
PLAY SPEED NORMAL
PUCK STREAK ON
PLAYER FATIGUE OFF
DEFAULT CAMERA LOW SIDE CAMERA
TOGGLE CAMERA HIGH SIDE CAMERA

SPECIALS: 0000000001000000

SELECT YOUR TEAM
NORTHEAST
99ERS
Canada
USA
TOLMAN

2:00
Nintendo
Williams

2:00
Nintendo
Williams

View Logos: At the Setup screen, **press Z** to watch the company logos scroll by.

Head Scale: In the Options menu, **simultaneously press R and bottom C**. When the game starts, all the players will have big bodies.

Body Scale: In the Options menu, **simultaneously press R and left C**. When the game starts, all the players will have small bodies.

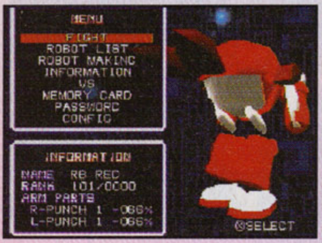
Y Scale: In the Options menu, **simultaneously press R and top C**. When the game starts, all the players will be skewed horizontally.

Super Teams: In the Options menu, **press and hold L**, then **press right C, left C, left C, right C, left C, left C, right C, left C, left C**. Four new teams will appear at the Team Select screen.

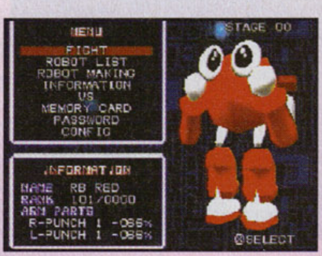
PlayStation

Robo Pit

Stage Select


MENU
FIGHT
ROBOT LIST
ROBOT MAKING
INFORMATION
VS
MEMORY CARD
PASSWORD
CONFIG
INFORMATION
ⓧSELECT

NAME RB RED
RANK 101/0C00
ARM PARTS
R-PUNCH 1 -066%
L-PUNCH 1 -066%


MENU
STAGE 00
FIGHT
ROBOT LIST
ROBOT MAKING
INFORMATION
VS
MEMORY CARD
PASSWORD
CONFIG
INFORMATION
ⓧSELECT

NAME RB RED
RANK 101/0000
ARM PARTS
R-PUNCH 1 -066%
L-PUNCH 1 -066%

At the Menu screen, **simultaneously press and hold L1, L2, R1, R2, and press Select.** A "00" will appear in the upper-right corner. **Press Left or Right** and you can start at any stage.

Saturn

Sonic 3D Blast

Stage Skips

PRESS START
SONIC 3D BLAST
© SEGA ENTERPRISES, LTD. 1996

RINGS 0
PANIC PUPPET
3

At the title screen, when the words "Press Start" are flashing, **press and hold C, then press Start. Press Start** again at the next screen with the silver bar and the word "Start" on it. When the game begins, press Start to pause. A map screen appears. At the map screen, do any of the following:

Jump to Next Level: **Press B**.

Jump to Last Boss: **Press C**.

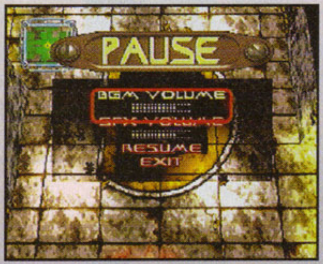
See the End Cinema: At the last boss stage, pause the game and **press A**.

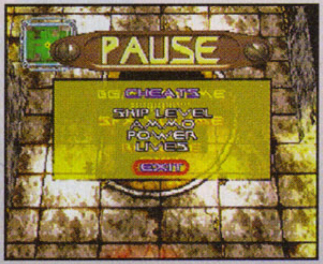
Steven Murphy
Owosso, MI

Saturn

Loaded

Level Skip, Extra Lives, and Boost Ammo and Power


PAUSE
BGM VOLUME
SFX VOLUME
RESUME
EXIT

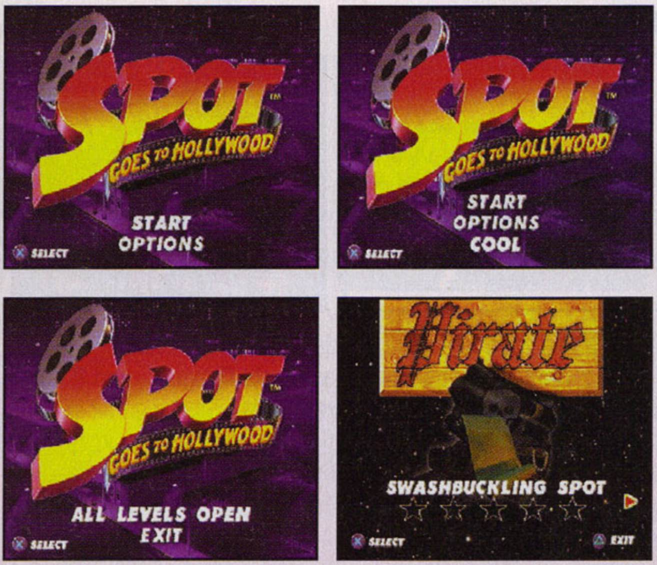

PAUSE
CHEATS
SKIP LEVEL
AMMO
POWER
LIVES
EXIT

Start a game and pause it. Highlight BGM Volume, then **press and hold L, Z, B, X, C, R**. If you did the trick correctly, a cheat menu will appear that lets you skip to the next level, get extra lives, and boost your ammo and power.

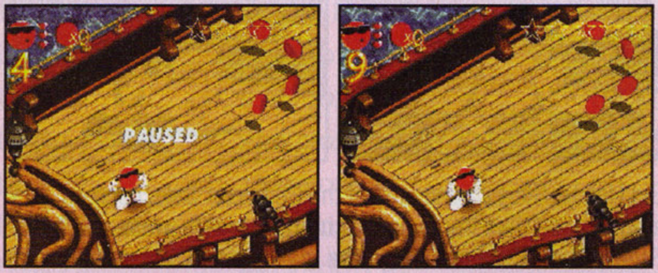
PlayStation

Spot Goes to Hollywood

Level Select, 50 Lives, and Watch All Cinemas


SPOT GOES TO HOLLYWOOD
START
OPTIONS
SELECT
COOL
ALL LEVELS OPEN
EXIT
Pirate
SWASHBUCKLING SPOT
EXIT

Level Select: At the Start/Options screen, **press △, Up, Right, Down, Left, △, Left, Down, Right, Up, △**. A new option, Cool, will appear. Highlight Cool and **press ×**. This takes you to a screen with the words "Open Levels." **Press ×** and the words change to "All Levels Open." Exit the screen and start the game. At the screen where you choose New Game or Continue, select Continue, and accept the password at the following screen. Then, at the Pirate level screen with the words "Swashbuckling Spot," you'll see an arrow to the right. **Press Right,** and you can cycle through all the levels in the game.



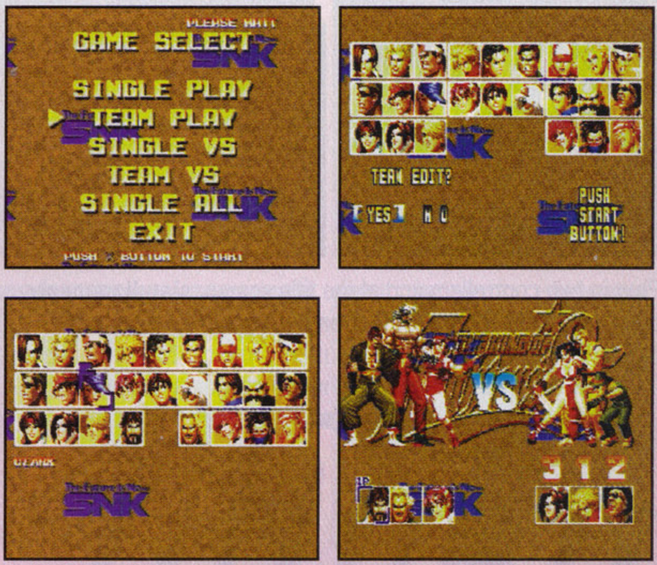
Fifty Lives: After activating the level select, pause the game. While the game is paused, **press and hold □** and unpause the game. Spot now has 50 lives.

Watch All Cinemas: After activating the level select, at the Pirate level screen with the "Swashbuckling Spot," **press and hold □, and press Start**. Now you can watch all the cinemas.

PlayStation

The King of Fighters '95

Play as Kunsanagi and Omega Dural


GAME SELECT
SINGLE PLAY
TEAM PLAY
SINGLE VS
TEAM VS
SINGLE ALL
EXIT
TEAM EDIT?
YES
NO
PUSH START BUTTON!
SNK
VS
3 1 2

At the Game Select screen, pick Team Play. Pick Team Edit at the next screen. At the fighter-select screen, **press and hold Start, then press Up and ○ simultaneously, Right and □ simultaneously, Left and × simultaneously, Down and △ simultaneously**. Two new playable boss characters, Kunsanagi and Omega Dural, will appear.

PlayStation

NHL Open Ice Challenge

Big-Headed Players, Baby-Headed Players, Big-Headed Goalie, and Big Puck

TONIGHT'S GAME LOADING
VS
Cooper
Kellogg's
OPEN ICE CHALLENGE
NHLPA

Enter the codes at the Tonight's Game screen just before the faceoff.

Big-Headed Players: **Simultaneously press Up, Pass, and Turbo.**

Baby-Headed Players: **Press Turbo, Turbo, Up, Shoot, Shoot, Up.**

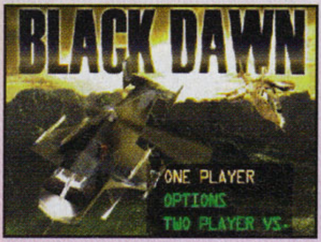
Big-Headed Goalie: **Press Pass, Pass, Turbo, Shoot, Pass.**

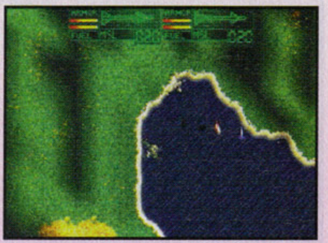
Big Puck: **Press Up, Up, Down, Down, Turbo.**

PlayStation

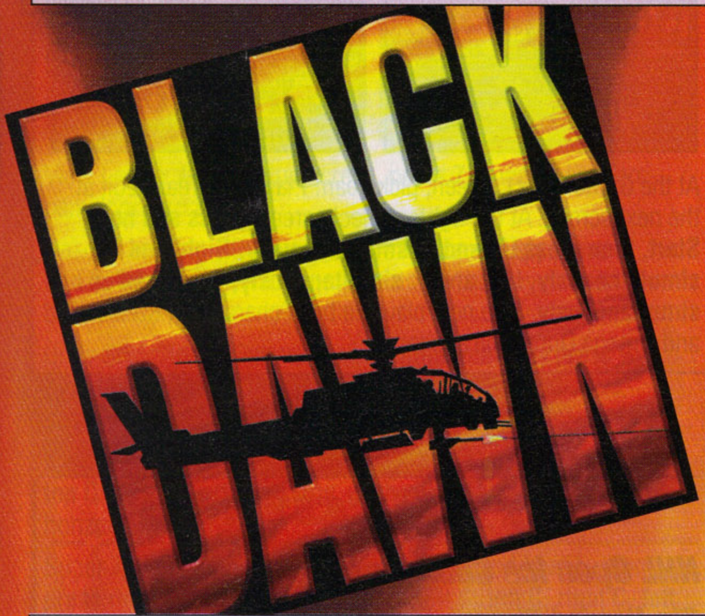
Black Dawn

Two-Player Mode


BLACK DAWN
ONE PLAYER
OPTIONS
TWO PLAYER VS.



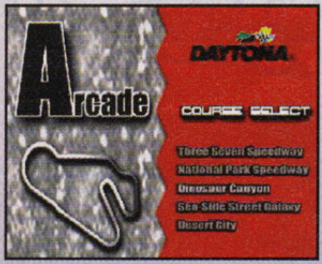
Plug in two controllers and at the title screen, **simultaneously press and hold R2 and Select on both controllers**. A new option, Two Player Vs. appears under Options. Now you and a friend can try and shoot each other down via an overhead view.

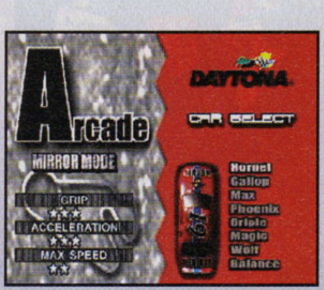


Saturn

Daytona USA Championship Circuit Edition

Mirror Mode


Arcade
DAYTONA
COURSE SELECT
Three Seven Speedway
National Park Speedway
Dinosaur Canyon
Sea Side Street Galaxy
Desert City


Arcade
DAYTONA
CAR SELECT
MIRROR MODE
GRIP
ACCELERATION
MAX SPEED
Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance

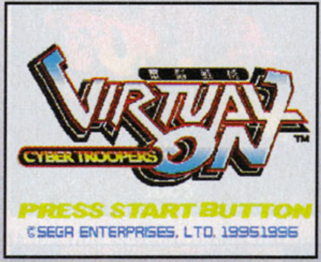
Begin a game, and at the track-select screen, **simultaneously press and hold X, Y, and Z. While holding these buttons**, pick any track. The words "Mirror Mode" will appear. Now you'll race the selected track backwards.

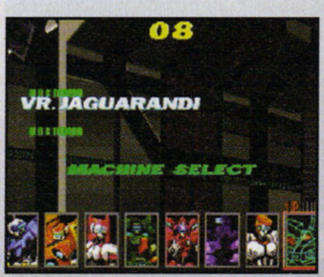
Eddie Vetayases
Torrance, CA

Saturn

Virtual On

Play as Jaguarandi


VIRTUAL ON
CYBER TROOPERS
PRESS START BUTTON
©SEGA ENTERPRISES, LTD. 19951996


08
VR. JAGUARANDI
MACHINE SELECT

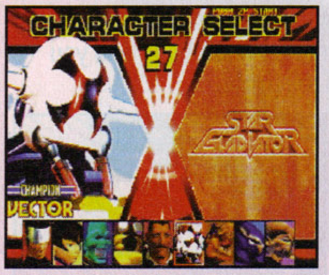
At the title screen when the words "Press Start Button" are flashing, **simultaneously press and hold Down, L, and R. While holding these buttons, press Start**. Start a game in Versus or Arcade mode, and at the fighter-select screen, keep **pressing Right** until you reach the hidden fighter, Jaguarandi.

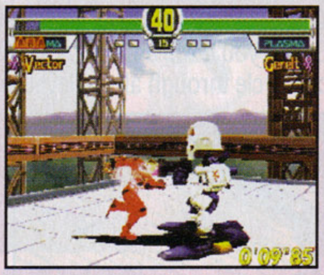
Eddie Vetayases
Torrance, CA

PlayStation

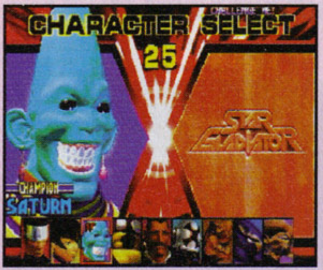
Star Gladiator

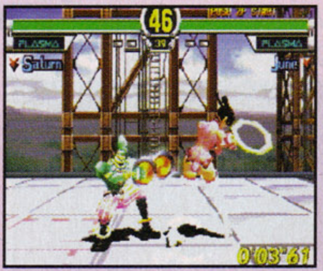
Big and Small Heads


CHARACTER SELECT
27
STAR GLADIATOR
CHAMPION
VECTOR


40
PLASMA
Vector
Gerelt
0'09"85

Big Heads: Start a game and at the Character Select screen, pick a fighter and then immediately **simultaneously press and hold Right, Start, ○, and □ until the match starts**. When the match begins, your character will have a big head.


CHARACTER SELECT
25
STAR GLADIATOR
CHAMPION
SATURN

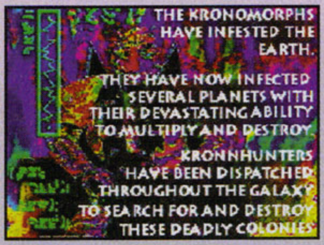

46
PLASMA
Saturn
June
0'03"61

Small Heads: Start a game and at the Character Select screen, pick a fighter and then immediately **simultaneously press and hold Left, Start, ○, and □ until the match starts**. When the match begins, your character will have a small head.

PlayStation/ Saturn

Area 51

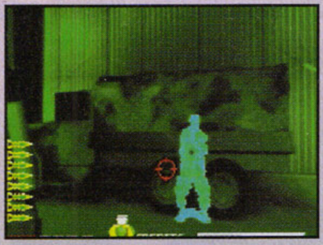
Kronomorph Mode



THE KRONOMORPHS HAVE INFESTED THE EARTH.

THEY HAVE NOW INFECTED SEVERAL PLANETS WITH THEIR DEVASTATING ABILITY TO MULTIPLY AND DESTROY.

KRONNHUNTERS HAVE BEEN DISPATCHED THROUGHOUT THE GALAXY TO SEARCH FOR AND DESTROY THESE DEADLY COLONIES



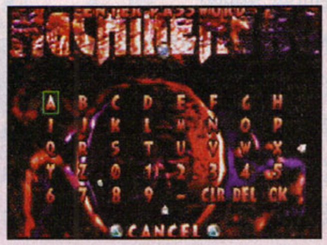
Don't shoot anything except the first three STARR Team members. When you do, a quick briefing screen appears, and when the game continues, you'll see the rest of the game in infrared vision as you assume the role of an alien hunter.

PlayStation

Machine Head

Passwords

NO SAVED GAMES ON MEMORY CARD
MEMORY CARD NOT PRESENT
ENTER PASSWORD
EXIT

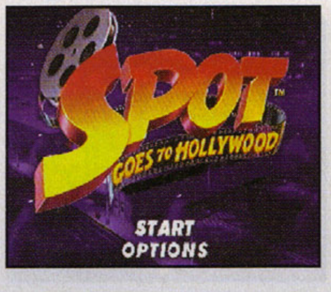

MACHINEHEAD
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z 0 1 2 3 4 5
6 7 8 9 - CLR DEL OK
CANCEL

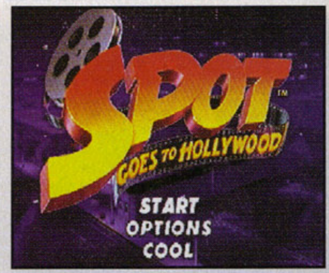
Level 1.2	SQDZFO5TJJ
Level 1.3	HYM7GODECM
Level 1.4	EPPGHOXWDQ
Level 2.1	I54FHOD5BF
Level 2.2	E94FHOLLKJ
Level 2.3	MHLFHODTCM
Level 2.4	ALLFHOXGPU
Level 2.5	BDNJHOLLPU
Level 3.1	5SBGHOXIKJ
Level 3.2	E9GGHOJIQH
Level 3.3	9F0JGOLZJD
Level 3.4	SKAGHO9P4O
Level 4.1	JJ0BNN9FCM
Level 4.2	EYWJHOP7BF
Level 4.3	JQNFHOT7BF
Level 4.4	7G9DAOMOCE
End Sequence	6H9DAOQJ2F

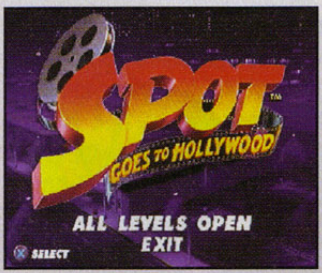
Saturn

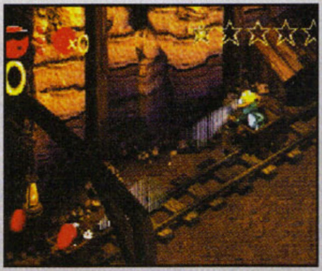
Spot Goes to Hollywood*

Level Select


SPOT GOES TO HOLLYWOOD
START
OPTIONS


SPOT GOES TO HOLLYWOOD
START
OPTIONS
COOL


SPOT GOES TO HOLLYWOOD
ALL LEVELS OPEN
EXIT
SELECT



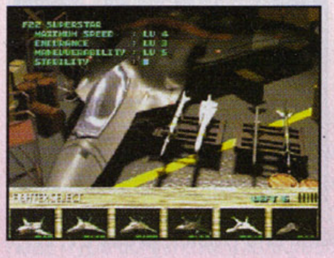
At the Start/Options screen, **press Z, Up, Right, Down, Left, Z, Left, Down, Right, Up, Z.** A new option, Cool, appears. Highlight Cool, and **press A.** A screen with the words "Open Levels" appears. **Press A**, and the words change to "All Levels Open." Exit that screen and start the game. At the screen where you choose New Game or Continue, select Continue, and **press A** at the next screen. Then, at the Pirate level screen with the words "Swashbuckling Spot," you'll see an arrow to the right. **Press Right**, and you can cycle through all the levels in the game.

Note: This cheat worked on an early version of the game and may be changed in the final version.

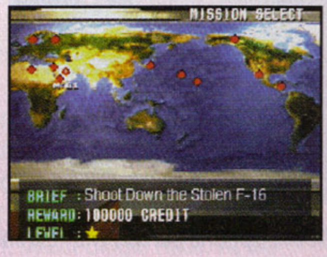
PlayStation

Bogey: Dead 6

Access All Missions and Planes



F22 SUPERSTAR
MAXIMUM SPEED : LV 4
ENDURANCE : LV 3
MANEUVERABILITY : LV 5
STABILITY : 8


MISSION SELECT

BRIEF : Shoot Down the Stolen F-16
REWARD: 100000 CREDIT
LEVEL : ★

Access All Missions: At the mission-select screen, **press Up, Down, Down, Right, Left, Down, Up,** △. If you did the trick correctly, you'll hear a shout and you can now start any of the missions.

Access All Planes: At the plane-select screen, **press Left, Left, Right, Down, Up, Down, Right, and Select**. If you did the trick correctly, you'll hear a shout and you can now select any of the planes.

Genesis

NBA Hang Time

Cheats and Hidden Courts

TONIGHT'S MATCHUP
CHICAGO BULLS
PHOENIX SUNS
VS
000

Enter the following PIN numbers at the Tonight's Matchup screen.

Fast Pass	127
Hyper Speed	552
Maximum Blocking	616
Maximum Power	802
Maximum Speed	284
No Goal Tending	937

Enter the following cheats at the Tonight's Matchup screen.

Hawaii Court: **Press B, A, Right, Right, A, C, Up, Down, A.**

No Tag Arrow: **Press Left, Left, C, A.**

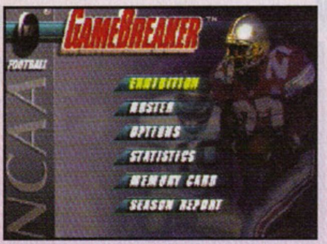
No Drift: **Press Down, Down, B, A.**

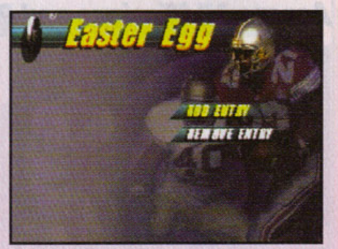
No Assistance: **Press and hold Right and press C, C.**

PlayStation

NCAA GameBreaker

Loose Cover, Fast Clock, Slow Clock, Jack T, Slow CPU, and Cruel CPU


GAMEBREAKER
NCAA
FOOTBALL
EXHIBITION
ROSTER
OPTIONS
STATISTICS
MEMORY CARD
SEASON REPORT


Easter Egg
ADD ENTRY
REMOVE ENTRY

At the options screen with Exhibition and Roster, **press L1, R1, L2, R2**. This takes you to an Easter Egg screen with two new options, Add Entry and Remove Entry. Select Add Entry and enter any of the following cheats exactly as shown (use capitol letters where indicated):

`Cruel CPU`
`Fast Clock`
`Jack T`
`Loose Cover`
`Slow Clock`
`Slow CPU`

Super NES

NBA Hang Time

Cheats, Hidden Court, and Team Photo

TONIGHT'S MATCHUP
CHICAGO BULLS
VANCOUVER GRIZZLIES
VS
200

Enter the following PIN numbers at the Tonight's Matchup screen.

Tournament Mode	111
Fast-Paced	120
Stealth Turbo	273
Maximum Speed	284
No Pushing	390
Unlimited Turbo	461
Hyper Speed	552
Maximum Block	616
Quick Hands	709
Maximum Power	802
Goal Tending	937

Enter the following cheats at the Tonight's Matchup screen.

No Tag Arrow: **Press Left, Left, B, R.**

No Computer Assistance: **Press Right, Right and B simultaneously, Right, Right and B simultaneously.**

Rooftop Nighttime Court: **Press Left, Left and Y simultaneously, Left, Left and Y simultaneously.**

City Daytime Court: **Press Down and B simultaneously, Down, Down and A simultaneously, Down, Down and X simultaneously, Down, Down and Y simultaneously, Down.**

Jungle Court: **Press L, R, Select, Start, Up, Down, A, B, Y, X.**

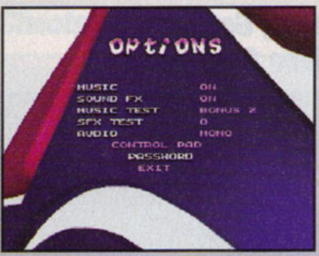
Grand Champion: **Press Start, Y, Right, A, B, Up, Start, Up, Down, Down, Start, L, A, Down, Down.**

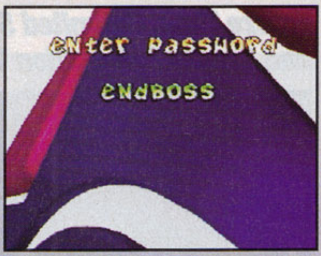
Unlimited Turbo, Hyper Speed, Maximum Block, Maximum Speed, and Fast Pass: **Press Up, Right, Down, Left, Start, A, B, Y, X, Select.**

Team Photo: Start a game, and select the Enter Name option. Enter the name `FUNCOM` and the PIN number `1993`. At the next screen, you'll see a picture of the development team.

Saturn

Johnny Bazookatone


OPTIONS
MUSIC ON
SOUND FX ON
MUSIC TEST BONUS 2
SFX TEST 0
AUDIO MONO
CONTROL PAD
PASSWORD
EXIT


ENTER PASSWORD
ENDBOSS

Enter these passwords at the password menu:

Level 2: Hotel	`WALKER`
Level 3: Kitchen	`OVERTIME`
Level 4: Hospital	`VILLA`
Level 5: Penthouse	`ENDBOSS`

3DO

Johnny Bazookatone

Passwords

Level 1: Prison	`SOFTCELL`
Level 2: Hotel	`LOVESHAK`
Level 3: Kitchen	`STIRITUP`
Level 4: Hospital	`LIVEAID`
Level 5: Penthouse	`PLECTRUM`

PlayStation

V-Tennis

Play as Aversa and Mattox

PLAYER SELECT
ARCHER
SERVICE
FOREHAND
BACKHAND
FOOTWORK
SPRINT

Play as Aversa

At the Mode Select screen, pick Match Mode. Then, at the Player Select screen, highlight any player and **press and hold L1, R2, Up, and □. With these buttons held, press** ×. The player you highlighted will be selected, but you'll hear a meowing sound. When the match starts, you'll play as a hidden character named Aversa.

Play as Mattox

At the Mode Select screen, pick Match Mode. Then, at the Player Select screen, highlight any player and **press L2, L2, R1, R1, R1, Down,** △, △, △, △, ×. The player you highlighted will be selected, but you'll hear a yell. When the match starts, you'll play as a hidden character named Mattox.

PlayStation

The Need for Speed

Lunar Springs Track

RACE LOCATION
SINGLE RACE
LUNAR SPRINGS
NORMAL / 8 LAPS
MIDDAY
SELECT
PREVIOUS
CYCLE

Start a new game, and at the Game Mode screen, select One Player. Then, at the Race Type screen, select Tournament, and enter the following password: `MQKZCL` and **press Start.** At the Race Location screen, **press** □. This takes you back to the Race Type screen. At this screen, select Single Race. At the Race Location screen, highlight the Rusty Springs track and **simultaneously press and hold L1, R1, and** △. A hidden track, Lunar Springs, appears.

Christian Papana
Internet

3DO

Cyberdillo

Lee Mode, Jump to Level, Location, Frame Rate, and Smart Bomb

FUNK
SHIELD
FRAME RATE

FUNK
SHIELD

To do any of the codes, start a game and **simultaneously press the Stop and L buttons**. Then **press B, Up, B, B, A**. The cheats will appear in the lower left corner of the screen. To enable any of the modes, **press the Start/Pause** button.

Lee mode:	Makes you invincible.
Jump to level:	Go to any stage of any level (**press L or R** to pick a level).
Location:	Shows grid location (for programming).
Frame rate:	Shows the number of frames (displayed each second.)
Smart bomb:	Destroys everything onscreen.

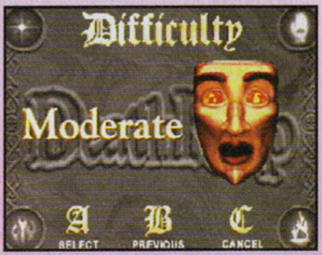
3DO

AD&D: Deathkeep

Freeze Time, Unlimited Spells, Get Keys, and See All Full-Motion Video Sequences

HP
FS
XP 10000
Armor

Mage
Female Elf Mage
Unlimited Spells
Lvl XP
M: 4 10000
HP
FS
XP 10000
Armor


Difficulty
Moderate
Deathkeep
A
B
C
SELECT
PREVIOUS
CANCEL

To enable the first three cheats, **press Stop** to go into the backpack. While in the backpack, **press and hold L and R**, and enter any of the following:

Freeze time: **Press Play/Pause**, **C**, **Stop**, **Play/Pause**.

Unlimited spells: **Press A**, **B**, **A**, **C**, **A**.
Note: This cheat only works with a mage or fighter/mage.

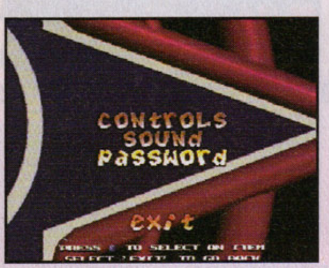
Get keys: **Press Stop**, **C**, **A**, **Play/Pause**.

See all full-motion video sequences: Select a character, and at the Choose Difficulty Level screen, **press and hold L and R and press Play/Pause**, **A**, **C**, **Stop**. To cycle through each sequence, **press Stop**.

PlayStation

Johnny Bazookatone

Passwords


controls
sound
password
exit

enter password
afleapit
exit

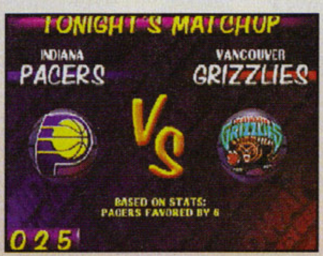
Enter these passwords at the password menu:

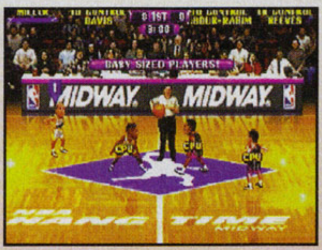
Level 2: Hotel	AFLEAPIT
Level 3: Kitchen	TEASPOON
Level 4: Hospital	SEDATION
Level 5: Penthouse	VERYNICE
Invincibility:	PILCHARD
Level Select:	KRISTIAN

Nintendo 64

NBA Hang Time

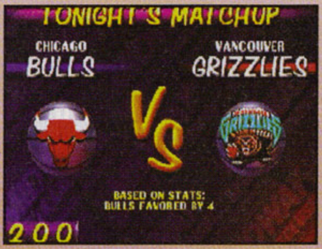
Cheats

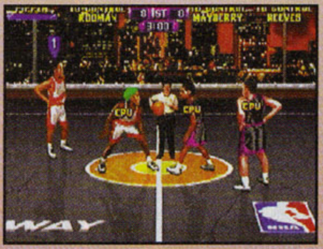

TONIGHT'S MATCHUP
INDIANA PACERS
VANCOUVER GRIZZLIES
VS
BASED ON STATS: PACERS FAVORED BY 6
025


BABY SIZED PLAYERS!
MIDWAY
MIDWAY
NBA HANG TIME

Enter the codes at the Tonight's Matchup screen.

Baby Mode: **025**
Fast Passing: **120**
Goal Tending: **937**
Hyper Speed: **552**
Maximum Power: **802**
Maximum Speed: **284**
No Music: **048**
No Pushing: **390**
Quick Hands: **709**
Stealth Turbo: **273**
Unlimited Turbo: **461**

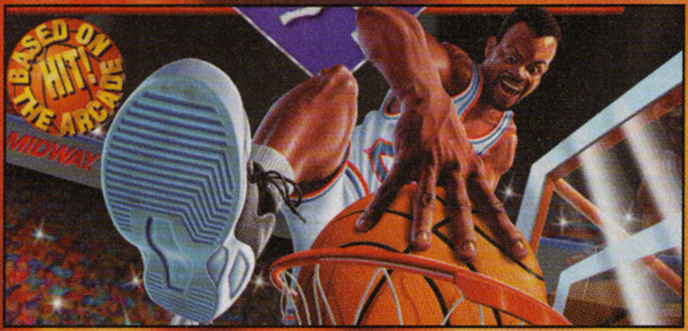

TONIGHT'S MATCHUP
CHICAGO BULLS
VANCOUVER GRIZZLIES
VS
BASED ON STATS: BULLS FAVORED BY 4
200



Enter the button presses at the Tonight's Matchup screen.

Rooftop Court: **Press and hold Left and press Turbo, Turbo.**

Shot Percentage: Rotate the joypad once 360 degrees.


BASED ON HIT! THE ARCADE
MIDWAY

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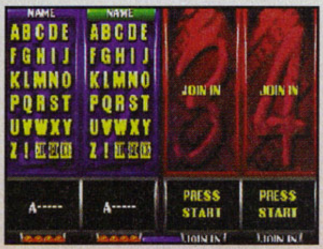
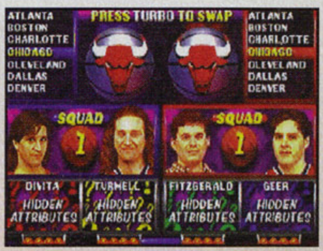
Nintendo 64

NBA Hang Time

Secret Characters


NAME
ABCDE
FGHIJ
KLMNO
PQRST
UVWXY
Z!
JOIN IN
PRESS START


PRESS TURBO TO SWAP
ATLANTA BOSTON CHARLOTTE CHICAGO CLEVELAND DALLAS DENVER
SQUAD 1
DIVITA HIDDEN ATTRIBUTES
TURMELL HIDDEN ATTRIBUTES
FITZGERALD HIDDEN ATTRIBUTES
GEER HIDDEN ATTRIBUTES

Start a game and at the Choose Option screen, choose the Enter Name option. Input any of the following names and PIN numbers:

Ahrdwy	0000
Amrich	2020
Bardo	6000
Carlos	1010
Cliffr	0000
Daniel	0604
Danr	0000
Davidr	0000
Divita	0201
Dream	0000
Eddie	6213
Elliot	0000
Eugene	6767
Ewing	0000
Ghill	0000
Glennr	0000
Hgrant	0000
Jamie	1000
Japple	6660
Jason	0729
JC	0000
Jfer	0503
Jonhey	6000
Johnsn	0000
Kemp	0000
Kidd	0000
Kombat	0004
Malone	0000
Marty	1010
Mednik	6000
Miller	0000
Minife	6000
Morris	6000
Mortal	0004
Motumb	0000
Munday	5432
Mursan	0000
MXV	1014
Nick	7000
Nfunk	0101
Patf	2000
Perry	3500
Pippen	0000
Quin	0330
Rice	0000
Rodman	0000
Root	6000
Shawn	0123
Smits	0000
Sno	0103
Stackh	0000
Starks	0000
Turmel	0322
Webb	0000
Webber	0000

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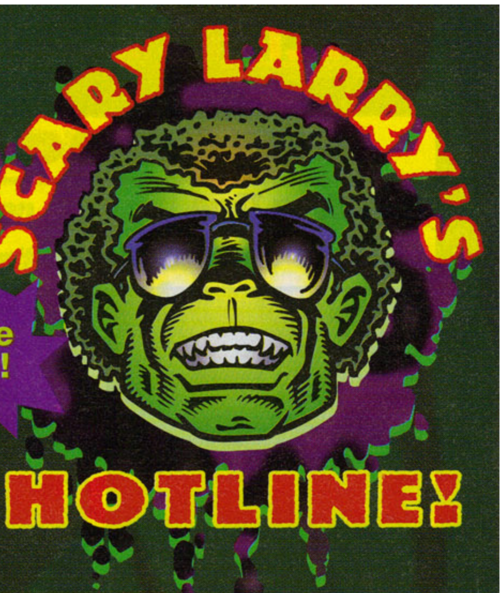

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Nelson France
New York, NY (1 min. 4 sec.)

Brad Engmann
San Francisco, CA (1 min. 4 sec.)

Andrew Cousin
Los Angeles, CA (1 min. 16 sec.)

Scott Stanbridge
Rochester, NY (1 min. 44 sec.)

Anthony Hamilton
Wichita, Kansas (5 min. 28 sec.)

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3. Twisted Metal 2	3. Virtua Cop 2	3. NBA Hang Time	3. Marvel Super Heroes
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10. Tecmo's Deception	10. Ultimate Mortal Kombat 3	10. Beavis and Butt-Head	10. Lufia II

Scary Larry's Can't Miss List

1. **Tomb Raider**
   PlayStation
2. **NBA Live '97**
   PlayStation
3. **Nights**
   Saturn
4. **WWF: In Your House**
   PlayStation
5. **Twisted Metal 2**
   PlayStation
6. **Tecmo's Deception**
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7. **Tomb Raider**
   Saturn
8. **Sonic 3D Blast**
   Genesis
9. **Cool Boarders**
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    Super NES

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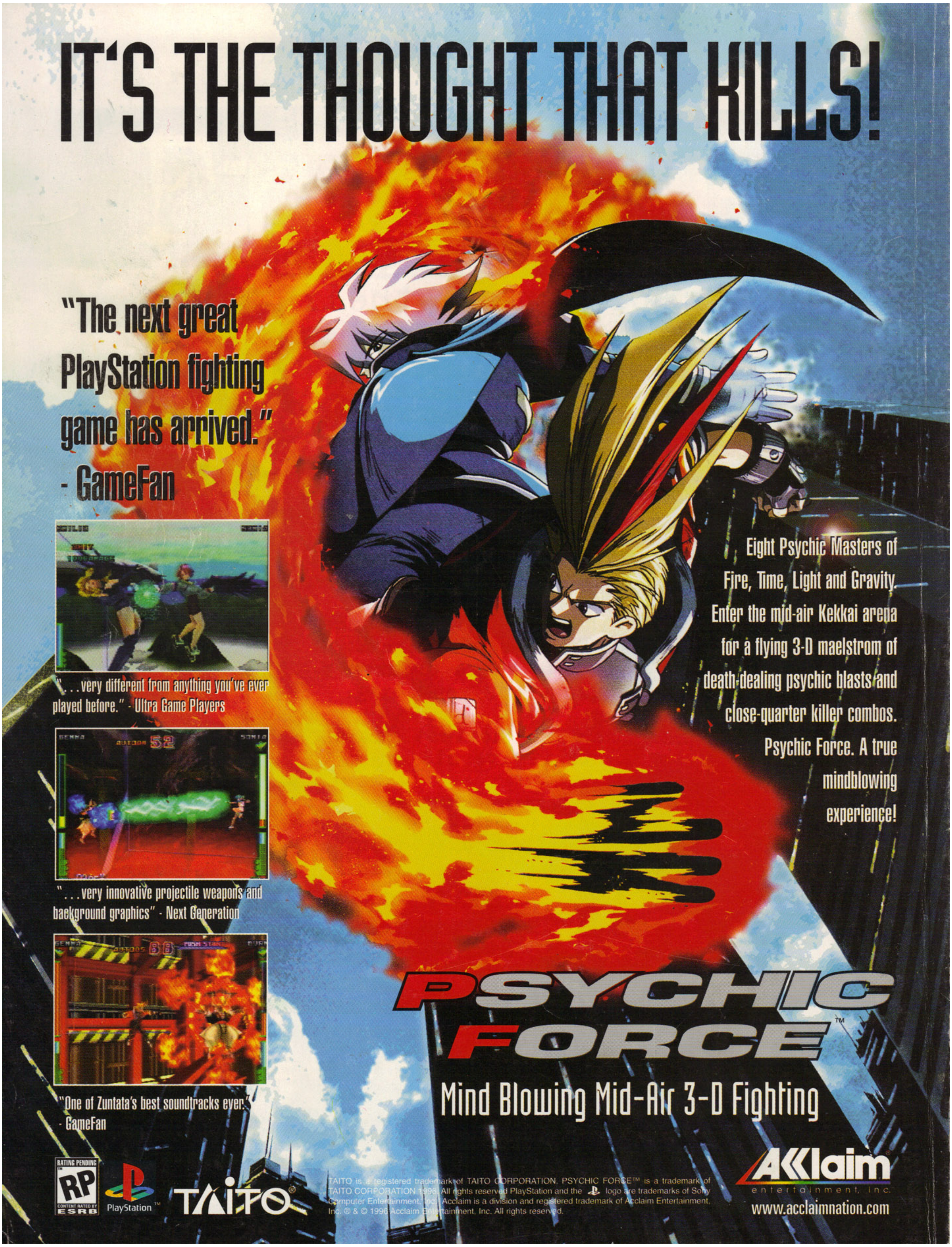

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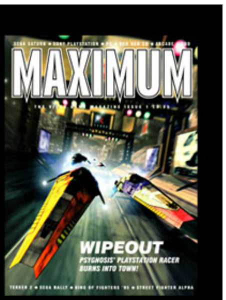

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